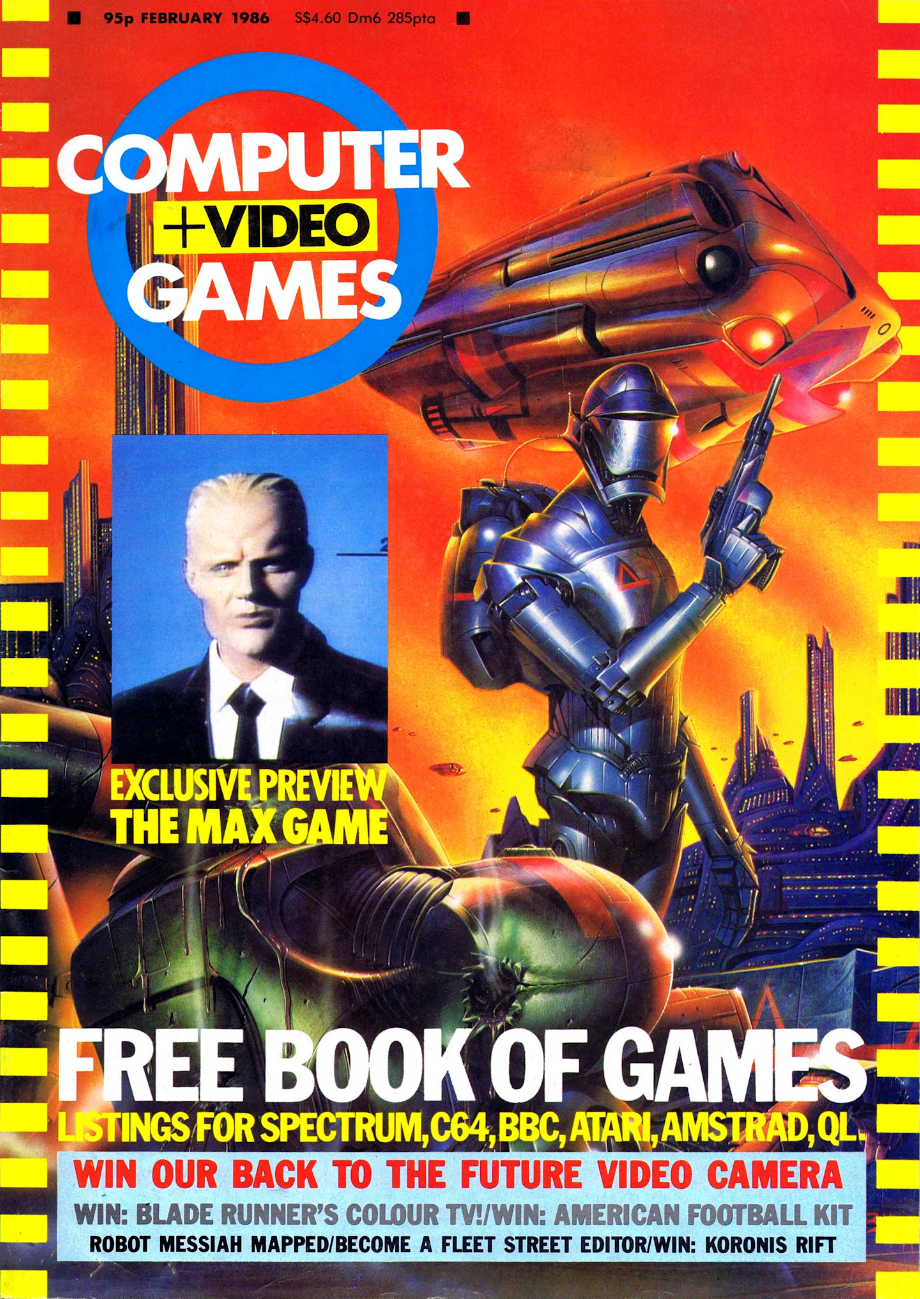


95p FEBRUARY 1986 S$4.60 Dm6 285pta
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THE MAX GAME
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# CONT

## THIS ISSUE

● This month's C+VG has MAX-imum impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilva's new game based on the exploits of that TV hero Max Headroom. There's also a chance to win some Max goodies.

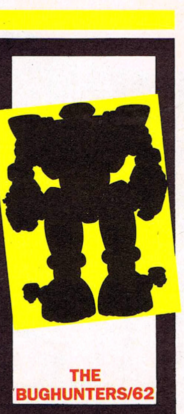
We've also got some great prizes up for grabs in competitions based on **Gyroscope, Koronis Rift, Bladerunner, Super Bowl** and **Back to the Future**.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on **Mirrorsoft's Fleet Street Editor**. It could be your chance to hit the headlines.

There's also a spot of magic among the regular features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of **Robot Messiah** if you're in need of salvation from Alphabatim's new game.





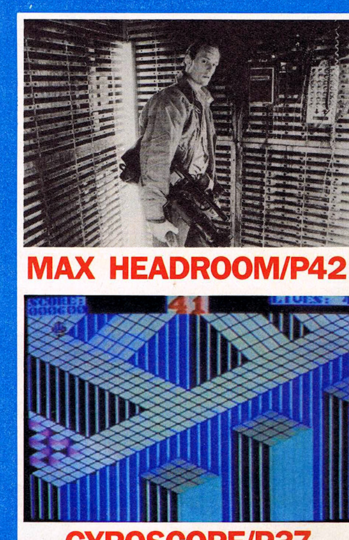




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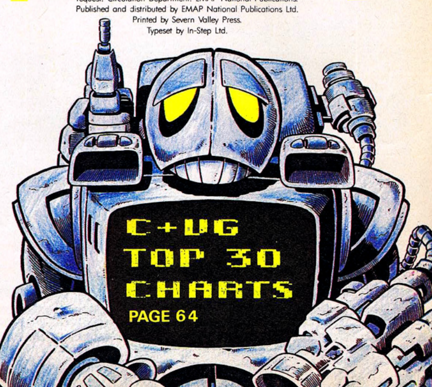
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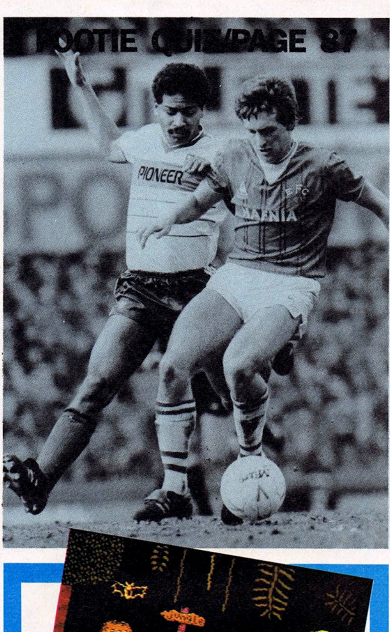
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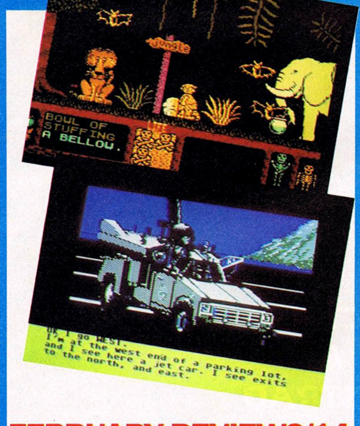


## NEWS + REVIEWS






FOOTIE QUIZ/PAGE 87




FEBRUARY REVIEWS/14

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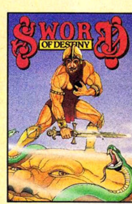






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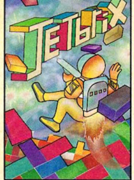
**C16 CLASSICS** C16

The years finest compilation of C16 spectaculars. An outstanding collection of games that have made their mark on their own but as a collection provide unbeatable value for money.




**KUNG FU KID** C16

Action packed martial arts spectacular the like of which has yet to be seen on the Commodore 16.




**JETBRIX** C16

Mind your head it's raining bricks! Watch your airspace the walls are taking over. You've got to be fast on the move, quick to the fire button to dodge this aerial assault and blast them to bits before they eventually overtake you.
Real hovva bovva!




**ZONE X** Atari

The age of technology makes its demands, nuclear energy opens new horizons, but more and more plutonium waste is ever generated, however can it be made safe? Government storage tanks are full so they've resorted to disused mineshifts. But mankind breeds its own subversives, bent on destruction, who attempt to seize plutonium from one such shaft. The theft went badly wrong leaving this awesome material scattered around emitting its deadly radiation. Someone must put their life at risk before this tragic disaster becomes an awful reality.




**KING OF THE RING** Atari

Not merely a boxing game, a complete campaign of action to take your man to the very top – world championship. Guide your fighter from fresh faced novice through his programme of training and fight preparation for every contest. Instruct him in tactics with "between rounds" comments. Be his mentor in carefully selecting the next opponent – match your man carefully. Finally the big chance – the world championship.



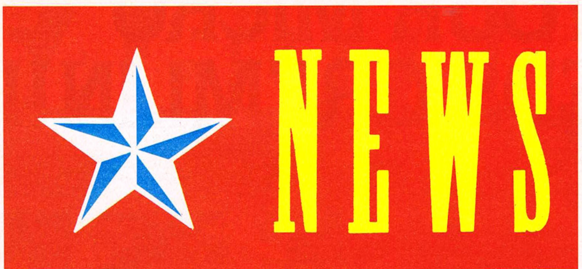

**XARGON'S REVENGE** C16

Defeated and broken the warriors of Xargon have regrouped and reformed. Infiltrators have alerted them of your horrific plan for their total destruction and now strengthened by the knowledge and experience of terrifying defeat they lie in wait to take their revenge on your invading armies.

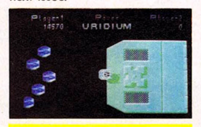
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C16 CLASSICS

**C16/Plus 4 £6.95**

Gremlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423




☐ Watch out for **Uridium** the latest stylish shoot-out from **Paradroid** author **Andrew Braybrook**. Hewson Consultants promise super-fast scrolling and authentically addictive action packed with Andrew's neat graphics and super sonics. Here's just a glimpse of the game. More next issue.




☐ Softsel and Infocom have come together to produce a special Christmas promotion announcing tremendous reductions on some of the most popular games.

The promotion of the 'Infocom Classics' is scheduled to begin mid November and will run through the duration of the Christmas period. Games to be featur are *Deadline, Hitch Hik s Guide to the Galaxy, Planetfall, Seastalker* and *Zork I* — all of which run on the most popular machines.

The reductions on the adventure games are substantial. *The Hitch Hiker's Guide to the Galaxy,* which has been totally re-packaged, will drop to a recommended retail price of £24.95. *Deadline, Planetfall, Seastalker* and *Zork I* are all coming down by between £14.00 and £22.00 to £19.95 each.

The machines catered for in the promotion are the new Amstrad CP/M, Apple II, Apricot, Atari 800 and 520 ST, Commodore 64 (128), Macintosh and IBM.

■ Eighth Day Software's **Games Without Frontiers** range of adventures are now available for the following machines, priced £2.50 each.

On the Spectrum there's *Four Minutes to Midnight, Cuddles, Quann Tulla, Ice Station Zero, In Search of Angels* and *Faerie.*

*Quann Tulla, Ice Station Zero* and *Faerie* are available for the Commodore 64 and Amstrad.

■ There must be thousands of you games addicts out there who've become caught up in some marathon playing sessions. But have you beaten **24 hours** non-stop?

Well, that was that 14-year-old Bristol schoolboy Alan Tuckett and two friends achieved recently — and in the process raised around £80 for famine relief in Ethiopia.

Joining Andrew for the games playing were Stephen Davies, 14, and Paul Gamlin.

The games the boys played included **Castle Quest, Alien 8** and **Revs** on the BBC. The computer stood up well to the continual use but, said Andrew: "It did get a bit hot."

☐ **The Way of the Tiger** is the first of a series of text and graphic adventures from Gremlin Graphics this year based on the fighting fantasy novels of the same name.

The story begins of the magical world of Orb where there lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant brought you, braving the distant leagues of the ocean from lands to which you have never returned. Your loyal servant laid you at the steps of the Temple of the Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse.

Monks have lived on the island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy Word of Power, Supreme Master of Unarmed Combat.

They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh.

☐ Take a sneak peek at **Probe's** new Basildon Bond game starring a computerised version of zany comedy star Russ Abbot. As you can see, the game is set in a TV studio and features other Abbot characters — like Cooperman and Blunderwoman. Watch for *C+VG* for more details.




# HOT GOSSIP

**BY TONY TAKOUSHI**

My hand began to shake as I mopped my brow clean of salty sweat.

The room slowly started to spin around me and I felt the walls start to close in. I craved a joystick and video screen. I HAD TO HAVE THEM!

It had begun. I knew there would be no sleep for me that night unless I gave in to my craving...

So I fired up the **Tempest** and **I Robot** machines and settled down to a mega-zapping session. I had barely started to play when the front door bell rang...

"No," I moaned as my superzapper recharged on level 42.

I gave in and answered the door. It was my American cousin, come to show me his latest game.

"Howdy TT, I just came on over with my two sons to show you my new game, **Party Quiz**."

"Party Quiz?"

Twenty minutes later I had got into the swing of **Party Quiz** and was loving every minute of it. Maybe I will sleep tonight...

I am always on the look out for new and exciting games for all you Hot Gossip fans and this month I've got what is probably the ultimate Trivia micro game.

**Party Quiz** is for Commodore



☐ Demons are a girl's best friend — at least for Twister, the evil star of System 3 Software's new game. And she'll haunt your dreams unless you manage to destroy her.

Twister has already got quite a reputation based on the fuss at the PCW show in September when System 3 boss Mark Cale hired three scantily-clad dancers to publicise the game by prancing around his stand several times a day. The end result was they were banned.

After the never-ending delays in the launching of System 3's International Karate, many thought that Twister was just a figment of Cale's imagination.

But not so. The game actually exists and remarkably good it is with excellent graphics and good game play.

The game was originally called Twister, Mother of Harlots. But, after accusations of "bad taste", it's now just Twister.

Set inside the nightmare world of a twisted brain,

64 and Atari micros. Suncom, an American company, is better known for its joysticks than its games. Do not be mislead, Suncom has incorporated the best of both worlds and produced a game that features novel, exciting game elements.

**Party Quiz** is for one to four players and closely follow the **Trivia** mould. But what makes this **Trivia** derivative special?

It is played with joysticks. The game pack comes with four joysticks (Quick Response Controllers), which are plugged into an interface box which in turn is plugged into two joystick ports via an interface cable.

There are also two floppy discs and an instruction manual included. One disc is the program disc, the other is a question disk.

You start the game with an options screen. Here you can choose the number of players (1-4), the response time to answer the question (3,4,5 or 10 seconds) and the number of question rounds to be attempted for the game (5,8,12,16 or 20).

You can also determine the type of game to be played, either Competitive or Social. Competitive is exactly that, each player competes to answer a question before another does. I preferred Social, here all players can answer and score if they get a question right.

For all you brain boxes there is also a handicap feature. If this is used, a player only gets half the normal response time to answer a question.

Once the options have been set you go to the play screen. This is divided into four sections, at the bottom of the screen a time bar counts down the answer time and decreasing score. Phew!

Each round has ten questions and when a question appears a choice of either four (multiple choice) or two answers is given to choose from. The first player to press the right button on their joystick get the points. The quicker you press the more points you get!

Because of the two answer formats, Multiple choice and True/False, two scores are given, 1000 for Multiple Choice and 500 for True/False (well, you do have a 50/50 chance).

If the player gets the question right, a little tune is played, if wrong, a naughty bleep is heard. If any of you sneaks try the cheat then you will suffer, if a button is pressed before the question appears on the screen, your score is replaced with the word "CHEAT". (Ha, ha, — that will teach you).

For those precious little moments like answering the front door or popping off to the loo, there is a pause mode, activated by the space bar.

To keep you on your toes there is a real nerve jangler called the Lightening Round. These happen on rounds 4,7,11,15 and 19 (if you play all twenty rounds). Here each player has to answer ten questions in twenty seconds, this is real pressure cooker stuff, believe me.

My friends have nicknamed me Jacques Costeau because I am so cool under pressure, but this section ruffled even me.

To keep everyone in the picture a report card is shown every two rounds with each player's score and various funny comments. What does TRY CHEATING mean?

The package has 2,500 questions covering History, Arts, Science, Geography, Sports and Entertainments. It must be said that it is an American package and many questions reflect this — just what are the ZIP codes for Utah? — but it really is fun because everyone stands the same chance of getting the answer wrong!

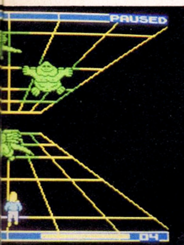
A special editor disk is available for the Atari version that allows the question disk to be edited for British questions and answers.

**Party Quiz** is not cheap at £40, but it is probably the most luxurious and comprehensive version on disk. So all you Commodore and Atari owners looking for a fun family game that does not tie everyone to the keyboard, go for this package.

**Party Quiz** is available from **Software Express** in Birmingham or most software retailers.

☐ Hold on to your hats! That all time classic, **Star Raiders**, is set to make a come back! **Star Raiders II** should be with us quite soon. A special version was on show to a select few at the Comdex show in Las Vegas in December.

It looks HOT! It will be initially released for the Commodore 64 and Atari ST micros.




the idea behind the game is to destroy the evil at its centre. You do this by zapping your way through five screens full of demons, ghoulies, devils, monsters.

Everything about Twister is impressive — from the strategy behind the game, animation and graphics.

Although there were minor changes to be made to the Copy sent to *C+VG* Twister is shaping up to be the best System 3 game yet.

**Twister** will cost you £7.50 in the shops — but if you want to save some cash, read on.

There're two ways you can do this. If you send the token on this page, together with a cheque or postal order for £6.

But if you want to wait until you get your hands on the March issue of C+VG you could save *another* £1 by cutting out the second token.

Just send the two tokens with a cheque or postal order for £5 to Computer and Video Games, Twister Offer, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Twister will be available on cassette for the Spectrum, Amstrad, C64/128, Atari and BBC.




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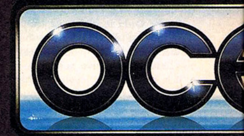
Machine owned .................

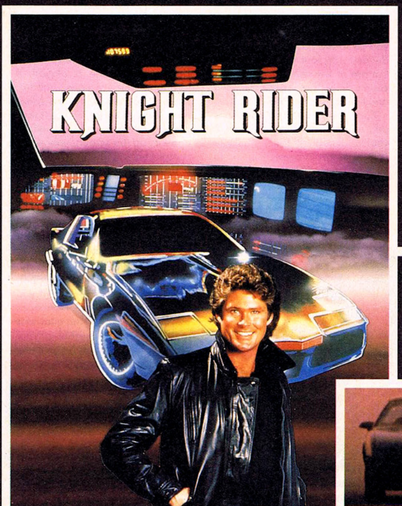
**SOME MISTAKE SURELY?**

**☐ So, did you spot last issue's deliberate mistakes? You must have spotted that the Bug Hunters strip had two pages transposed. Look, I know it was a weird story — but it was supposed to make sense. Despite all precautions — like actually writing the page numbers on the artwork SOMEONE — who'll be getting a visit from Big Red — managed to get them around the wrong. So if you'd all like to turn to page 120 of January's issue it should really be page 121 — so you'll have to read it backwards. Right?! You just can't get the staff these days...**

**Bodge No. 2: On the contents page three was an enormous white space above the Combat Zone heading. Now our spies tell us it was a Green team member who swiped the missing item. But if you can tell us just what should've been in that gap you could win yourself a t-shirt. The best suggestion will get a visit from Big Red.**

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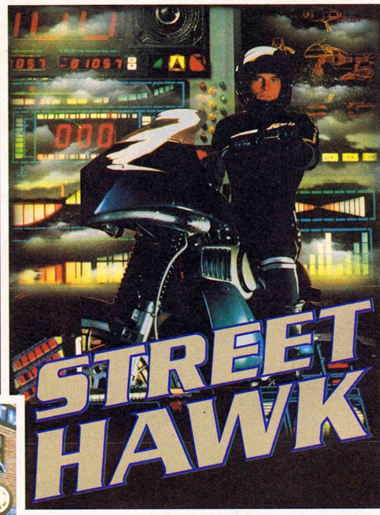



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Seconds out for the challenge of the season, guess this month's mystery Microgamer and you too could win a super prize!
Scooby Doo
In the Castle Mystery
elite
Grumpy Gumphrey
Supersleuth
'Knoc
every
"My two top contenders"
1. Scooby Doo
by Elite
In the red corner we have Scooby Doo – a real heavyweight when it comes to catching criminals, ghosts and other things that go bump in the night.
2. Super Sleuth
by Gremlin Graphics
And in the blue corner another Super Sleuth. Which one will come out tops? Hard to say, Harry, but both are champs in my book.
THORN EMI Computer Software
International Micro Software Division

*"Take a ringside seat and sample the excitement"*

## CLIFF HANGER

by New Generation
This fighter doesn't use his fists, man, – but everything else in sight! Cannons, boulders, boomerangs and bombs all come in handy for Cliff who has to do *something* to stop the bandit shooting up the canyon.
Spectrum 48K **£4.95**

GRUMPY GUMPHREY

## SUPERSLEUTH

by Gremlin Graphics
Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy – my motto exactly!
Spectrum 48K **£7.95**

## MINI OFFICE

by Database
Comprising word processor – for writing letters and reports, a database – for storing addresses, and a spreadsheet – for storing complicated numbers. Pretty high-powered stuff, don't you think?
BBC **£5.95**

## MAD DOCTOR

by Creative Sparks
As Mad Doctor, in this blood-curdingly evil game, the player must create new life out of freshly killed body parts. If he arouses the villagers' suspicions, they'll kill him. A light touch on the scalpel is required.
Commodore 64 **£8.95**

# kout games for fans where'

## MARSPORT

by Gargoyle Games
Box your way out of this one! The World needs a Champion (what about me?) Yes, but *you* can be the champ here. That is if you sneak the defence plans from the doomed city and reinforce the force sphere. Not easy, with aliens attacking your every move.
Spectrum 48K and Amstrad **£9.95**

## DYNAMITE DAN

by Mirrorsoft
Count to ten and concentrate. You think you can win on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher, but one thing is certain, Dynamite Dan is hard to beat.
Spectrum 48K **£6.95**
Amstrad and Commodore 64 **£8.95**

*"Games to keep you on your toes".*

## RED ARROWS

by Database
These guys can sure move. But their game is a non-contact sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break – only don't hit anyone here.
Versions for most machines.
Cassette **£8.95**
Disk **£11.95 & £12.95**

## SPOT THE BALL

by Creative Sparks
Two sports classics in one pack, but you only play one at a time, OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Go to it!
Atari 32K **£8.95**

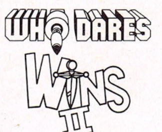



by Elite
Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the spooks.
Spectrum 48K **£6.95**
Commodore 64 **£7.95**
Amstrad **£8.95**

## SPARKLERS SPECIAL

by Sparklers
A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest – anyone who disagrees will have me to reckon with! Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.
Spectrum 48K and Commodore 64
**4 games for £7.50**

*"Non-stop thrills from start to finish"*




by Alligata
Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.
Commodore 64 **£7.95**
Amstrad, Spectrum and Commodore 128 versions available soon.

**Win**




***Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.***

If you think you now the answer, send this coupon to us, no later than 14 December 1985. The first ten correct entries will each receive SCOOBY DOO and SUPER SLEUTH. 100 runners up will each receive a super game for their machine type.

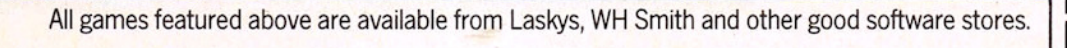
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Send to: THORN EMI Computer Software Mystery Microgamer Competition, Thomson House, 296 Farnborough Road, Farnborough, Hants GU14 7NU

***Last month's Mystery Microgamer was Ian McCaskill. Prizes are on their way.***

Prizewinners
Andrew James, Swansea
Bobby Earl, Birkenhead
Mark Johnson, Knottingley
Stephen Hirst, Castleford
Barry Cheeseman, Swindon
Graham Langlands, Dundee
Tim Walter, Bristol
Paul Cooke, Blackpool
Robert Wooley, Peterborough
John Baxter, Coventry



All games featured above are available from Laskys, WH Smith and other good software stores.




# KEY

**GRAPHICS**
Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

**SOUND**
Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The *C+VG* review team don't play games with their ears blocked up you know!

**VALUE**
Is the game really worth all those pennies? Will the novelty last? Is it worth going without *C+VG* for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

**PLAYABILITY**
Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?




**BLITZ GAME**
*C+VG's* way of telling you that the game must not be missed!

# SWEEVO'S WORLD

- **Machine:** Spectrum/Amstrad
- **Supplier:** Gargoyle Games
- **Price:** £7.95

GAME OF THE MONTH

Could this be the world's first slapstick computer game? Well, maybe. But one thing is for sure. Sweevo is a character who will bring a smile to the face of even the most jaded games player.

Sweevo — or Self Willed Extreme Environment Vocational Organism — has been given the job of cleaning up a problem planet called Knutz Folly. It's an old planet created by Baron Knutz and his wife Hazel.

The Baron indulged in some odd genetic experiments and the results of this dabbling have now completely overrun the planet. Sweevo's job is simply to tidy up the planet.

He has to discover just how to use the objects he discovers on the planet — and what effect they have on the creatures. Each of the deadly guardians of Knutz Folly have a special weakness which our hero has to discover and make use of to get rid of them?

Sweevo looks most unlike a robot or android. He looks a bit like *William Wobbler* — with a long neck and a winning grin.

The rooms he has to explore are full of deadly fruit. Yes, fruit. Don't walk into them or you'll injure poor old Sweevo. He's allowed three falls before he loses a life. You begin the game with five.

The rooms are drawn in Ultimate 3D style. Each contains objects which may or may not be useful. Some can be collected and used. You'll come across the Word "BOO" in various locations. Collect this and you can say BOO to the Goose which lays the Golden Egg and gives you more energy!

Your current energy rating is indicated by a "face" at the top of the screen which begins with a big grin which gradually turns to a grimace as you lose energy by bumping into things. One bump to many and it turns into a skull.

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you've done what you came to do.

You can begin the game at any one of four starting points. Simply select which one you want at the start of each game. Sweevo sits and waits until you've made your choice and then heads for a hole and parachutes through using his trusty umbrella.

At the end of each game you get a percentage rating — plus a list of the things you have or haven't collected/done and a comment about the level of your performance.

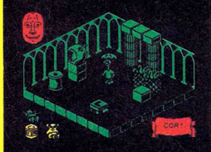
*Sweevo's World* is a truly different and atmospheric game. And it has built in humour. Lots of nice touches that will keep you and Sweevo on your toes for hours.

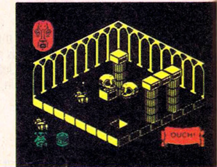
Lots of baffling puzzles and amusing jokes.

Could we be witnessing the birth of a cult character here? Only time will tell. But in the meantime do yourself a favour by grabbing a copy of *Sweevo's World* as soon as you see one. You won't regret it. We guarantee it.

| | |
|---|---|
| ● Graphics | 9 |
| ● Sound | 7 |
| ● Value | 9 |
| ● Playability | 9 |

"....THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN...."




# INTERNATIONAL KARATE




- **Machine:** Spectrum
- **Supplier:** System 3
- **Price:** £6.50

Well, it's finally here, after much singing and dancing (PCW Show). Will it topple *Exploding Fist* as karate champ or not. Let's compare the two. *Exploding Fist* characters are nicely drawn and excellently animated. However, although not bad, the animation and graphics are not quite up to that standard.

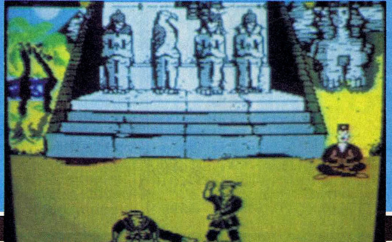
The backgrounds on *Fist* were colourful and ornamental, but on *International Karate* they are colourful, recognisable and superb.

The gameplay on *Fist* was good with only one life, whereas with *International Karate* it is the best of three fights on each round and after each round a bonus screen can be attempted which consists of, on the first bonus screen, a wood block smashing attempt with bonus points for each block smashed and, on the second bonus screen, smashing or avoiding flying objects.

Sound on the *Fist* was limited to spot effects which were good but sparse, *International Karate* boasts great spot effects, music and excellent clear speech which announces the start, the scores and the results of the contest (a bit like Jimmy Hill).

Altogether the package is a winner with its international backgrounds and terrific speech. If you already have *The Fist* this may not be on your list. However, I've got both and play them equally.

| | |
|---|---|
| ● Graphics | 9 |
| ● Sound | 8 |
| ● Value | 10 |
| ● Playability | 9 |



● STARTS HERE ▶

## TRANSFORMERS

● **Machine:** CBM 64/Spectrum
● **Supplier:** Ocean
● **Price:** £7.95 (Spectrum) £8.95 (CBM 64)

Those robots in disguise finally make it to the screen of your computer thanks to Denton Designs. You have to help the five remaining Autobots — the goodies — battle the evil Decepticons — the baddies — in a do or die battle for the future of Earth.

The Autobots are suffering an energy crisis and have to fly around and run around a structure which looks a bit like an oil refinery in search of the four bits of the Autobot Energon Cube and transporting them back to Autobot Centre where they will end the crisis.

The Decepticons will try to steal these cubes which are scattered far and wide among the girders and walkways of the game.

You control five Autobots, Optimus Prime, Hound, Jazz, Mirage and Bumblebee. Each has varying energy, firepower and strength levels. You have to select the right Autobot to collect the various parts of the cube. It's no good sending the relatively weak Bumblebee off on a long search when you should really send tough old Optimus.

They either shoot at you or make kamikaze dives into your shields weakening them until your Autobot is destroyed. You can't rebuild your Autobots but the evil Decepticons have perfected the art of robo-cloning — so there's no end to them!

You can give your autobots a zap of life giving energy by dashing into the nearest Defence Pod. These pods zap your energy, firepower and shield levels back up to battle status and MUST be used if you are to succeed.

The Autobots can transform into their earthly disguise as trucks and sports cars etc — but this seems more of a frill than a real game tactic. The Decepticons still attack you whatever you look like! Also you can race along a girder and crash off the end before you've had a chance to change back to an Autobot all too easily.

Which brings us back to controlling the game. This is the most difficult part of the whole game. It'll take you some time to get used to the ultra-sensitive controls and become aware of what you can run/fly through without being destroyed.

Graphics aren't bad and the *Transformers'* theme tune is copied very neatly. Not a brilliant game — but not a terrible one either. Play a friend's copy first.

| | |
|---|---|
| ● **Graphics** | 7 |
| ● **Sound** | 7 |
| ● **Value** | 6 |
| ● **Playability** | 6 |

# COMMANDO v RAMBO

● **Machine:** CBM 64
● **Supplier:** Elite and Ocean
● **Price:** £7.95

Rugged, athletic, mean, butch, offensive. That's *Rambo* — Ocean's muscular little sprite is bound for big bucks.

The idea is for Rambo to rescue his buddies somewhere in a screen jungle littered with little animated soldiers. His first mission is to photograph the prison camp where Vietnam P.o.Ws are being held. *Rambo*, being the hero he is, just seems to get the urge to rescue all and sundry.

*Rambo* is armed at first with only a bow and arrow (also the famous exploding war head arrow!) and a knife. To make sure he's not noticed by the opposition, he must try not to use any noisy weapons. Along the way he can find machine guns and rocket launchers lying redundant in the fields which he can use to good effect. He then has to find a helicopter and rescue his buddies. All pretty straight-forward, huh? Not really. There are a lot of elements of *Commando* in this arcade adventure, but not enough real gameplay to be addictive enough.

However, *Commando* by Elite is a different kettle of fish altogether. This sticks closely to the arcade game and has great music by that Commodore maestro Rob Hubbard (Monty on the Run music) your little G.I. Joe is beautifully animated and looks really rough and tough. This doesn't mean that you are invincible. Unlike *Rambo*, with his depleting energy, you have only to be shot once and your next life takes over.

There are five stages to complete, getting increasingly difficult as you go. You can only shoot as fast as your finger can hit the fire button so prepare for aches and pains.

Although you don't have as large an arsenal as Rambo, you do have one little trick up your sleeve . . . grenades.

However, these can run out. Fear not, supplies can be found all along the way. These are fired in the direction you are facing by hitting the space bar. Lorries, trucks, mortars, motorbikes and a lot more bar your way but still you soldier on.

Altogether a maddening, totally addictive arcade copy which definitely makes Rambo look like Mr Puniverse. No doubt about it!

**BLITZ GAME**

| | Rambo | Commando |
|---|---|---|
| ● Graphics | 8 | 9 |
| ● Sound | 8 | 9 |
| ● Value | 9 | 9 |
| ● Playability | 8 | 10 |



# TOMAHAWK

● **Machine:** Spectrum
● **Supplier:** Digital Integration
● **Price:** £9.95

What's the toughest helicopter around? *Blue Thunder? Airwolf?* No. The Apache Advanced Attack Helicopter is the king of the skies. It can climb 1400 feet in just a minute. It carries enough weapons to sink at least a couple of battleships. And it's REAL.

You may never get a chance to fly the real thing — but Digital Integration can put you in the hot seat — if you own a simple Spectrum.

The long awaited follow-up to their *Fighter Pilot* flight simulation is a complex and highly detailed representation of what it's like to fly one of these hi-tech fighting machines.

The screen display shows a heads-up view of the terrain you fly over, plus an impressive range of instrumentation. Fortunately you don't really need to keep an eye on these all the time. There are audio alert signals which call your attention to the gauges when they need it.

Graphics for the landscape are draw vector graphic style and — despite that limitation — are very accurate. You can fly over mountain ranges, trees, buildings, military installations — and the ever present enemy.

Controls are extremely responsive. You can mix keyboard and joystick — and there's a two joystick option for the really experienced flyer.

It's difficult to do justice to the amount of detail and accurate background work that has obviously gone into this excellent program.

*Tomahawk* is an extremely well put together piece of software. Impressively presented and documented. And, on top of all that, it's got real atmosphere — something that's hard to get into a game. That's if you should really describe it as a game. Somehow it seems all too inadequate . . .

Tomahawk is destined to become a classic.

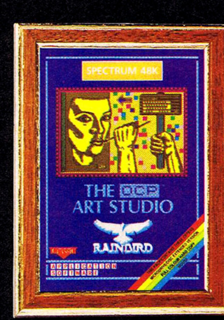
**BLITZ GAME**

| | |
|---|---|
| ● **Graphics** | 9 |
| ● **Sound** | 7 |
| ● **Value** | 9 |
| ● **Playability** | 9 |



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# WINTER GAMES











Screens from Commodore 64 version of game

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| Winter Games | | | | ★ | ★ | ★ |
| Summer Games II | | | | ★ | ★ | ★ |
| Summer Games I | | | ★ | ★ | ★ | |
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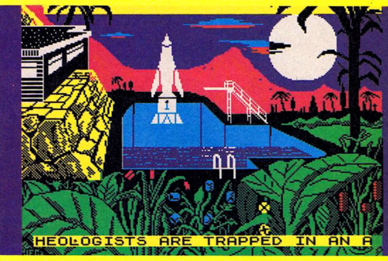
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# THUNDERBIRDS




● **Machine:** Spectrum C64
● **Supplier:** Firebird
● **Price:** £3.95

Thunderbirds are Go! This maze puzzle game, one of the first in Firebird's new Super Silver range, manages to capture the spirit of Gerry Anderson's classic TV puppet series.

You have to help the pilots of Thunderbirds One and Two rescue a couple of archaeologists trapped inside an ancient Egyptian tomb. Being a typical tomb this one is packed with traps, secret doors and deadly nasties.

You have to solve the puzzles, beat the traps and save the missing archaeologists before their oxygen runs out.

Each screen is a puzzle. You have to move coloured blocks around, using both Thunderbirds to create a pathway to the doomed men as quickly as possible. No mean feat — and you have to look out for fuel along the way.

Thunderbird One can move blue blocks, Thunderbird Two moves green blocks. Both craft can move red blocks. You often need to use both craft to solve the puzzles and move on to the next screen.

Before take-off you can equip Thunderbird Two with various bits of machinery and gear that help in the mission. Each bit of equipment you take reduces your starting score. Taking nothing at all reduces your chances of finishing.

If you come across a screen where one of the items in Thunderbird Two's hold will help

# GUNFRIGHT

● **Machines:** Spectrum/Amstrad
● **Supplier:** Ultimate
● **Price:** £9.95

Howdy partners. This is Sheriff Sabreman talking to you from the troubled city of Black Rock. We're having a lot of trouble with a mean bunch of outlaws right now. There's Buffalo Bill, Billy the Kid and a host of other infamous names out to give me and the peaceful folk of Black Rock a tough time.

Luckily I've got my trusty six-shooter and my faithful steed Nightshade to help me run these varmints outta town — but I'd like you along as parta my posse. Fancy comin' along to help me clean up the town? Then grab this badge and pin it on your Spectrum boy...

Take a whole lot of *Nightshade*, add a couple of "duck shoot" arcade bonus screens, spice them up with some nice Western graphics and you've got *Gunfright*. The idea is that as the sheriff of Black Rock you have to get rid of all the baddies inhabiting the town.

The locals help you by pointing the way towards the particular baddie you're hunting as you patrol the streets in the guise of Sabreman in a stetson.

Once you've found him you have a gunfight. The 3D style screen changes to a 2D heads up view of the baddie you've come across — with a cross hair sight.

You have to move the cross hair and draw your gun in time to shoot your opponent down.

Each time you wipe out a baddie you get a bounty. Cash which enables you to buy more bullets to go out hunting the next baddie. The price of bullets — like petrol — varies from time to time so you need all the cash you can get if you're to succeed in cleaning up the town.

The townsfolk can be helpful — but they do tend to get in the way when you're hunting down the villains. Shoot an innocent bystander and you lose cash. Bump into one and you lose a life.

The graphics are identical to *Nightshade* — except for a few Wild West touches to spice them up. Beside the main play area window a colourful wanted poster appears showing you the particular baddie you're looking for.

Buffalo Bill is the first and he's pretty easy to gun down. After that you're on you own! Billy the Kid and the rest are pretty tough to kill and your TV could end up riddled with bullet holes. Sound effects aren't up to much though.

*Gunfright* doesn't have the puzzles usually associated with an Ultimate arcade adventure — but it is unusually playable. I don't think it'll have the usual lasting appeal however.

The packaging also includes a few hints and tips on game play — another first for Ultimate!

At first I found it difficult to tell which were the baddies and which were the male inhabitants of the town. Then I worked out that the little men jumping up and down and pointing weren't going to shoot me down and were just showing me where the baddie was hiding out. Lots of bounty money was lost before I'd worked this out.

Still, if you're after a souped-up version of the ancient old Gunfight arcade game then this is for you. But all the frills and pretty graphics don't make the game worth nearly £10.

| | |
|---|---|
| ● **Graphics** | 8 |
| ● **Sound** | 5 |
| ● **Value** | 7 |
| ● **Playability** | 8 |

# OUTLAWS

● **Machine:** CBM 64
● **Supplier:** Ultimate
● **Price:** £9.95

What can you say about *Outlaws?* Nice, glossy packaging, slick artwork and an intriguing storyline printed on the cassette inlay. Well up to Ultimate's normal standards.

But what about the game, I hear you cry, thumbing the hammer of your Colt 45 and pointing it in a mean manner at the reviews page.

Okay, I give in and spill the beans but you'd better sit down first. *Outlaws* is really quite ordinary.

But first the setting. A town lives under the shadow of an evil gang of outlaws. Nobody dares stand up to them. Months pass and then a man with no name and no past rides into town. It's the Lone Rider.

Controlling the Lone Rider and his horse by joystick you must seek out the outlaws and revenge the town.

Pushing the joystick left or right will cause the horse to move in that direction. Keeping it pressed will move the horse from a trot to a gallop. Pushing the stick forward will cause the horse to jump. Shooting is also easily controlled by the stick. The idea is to get the baddies before they get you. They will attack on horseback or when in town a seemingly innocent passer-by will sudenly draw a gun. Fast reaction will be needed to beat him to the draw.

The graphics and sound are okay and the game is quite playable. But with Ultimate the hope is for something new and original and for them *Outlaws* is rather ordinary.

| | |
|---|---|
| ● **Graphics** | 7 |
| ● **Sound** | 7 |
| ● **Value** | 7 |
| ● **Playability** | 8 |




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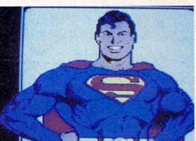
out — the computer takes over and you get a short animated sequence in which the item is used to your benefit.

More fuel can be found inside the tomb. But DON'T move away from a screen once you've discovered some fuel. If you do, it won't be there when you get back.

*Thunderbirds* is a game for the strategy minded games player. If you don't like solving puzzles and just want to zap things, then don't bother picking this up. If you like a challenge and have a few hours to spare, then grab a copy now. Very addictive, long lasting and fun.

- **Graphics** 9
- **Sound** 9
- **Value** 9
- **Playability** 9

# SUPERMAN



- **Machine:** CBM 64
- **Supplier:** Beyond
- **Price:** £9.95

Is it a bird? Is it a plane. No it's *Superman* and it's a little bit of a disappointment.

The Man of Steel indulges in a trial of strength with one of his worst enemies, Darkseid, an evil tyrant who threatens the entire universe.

The game starts off well with two great digitised pictures of Superman and Darkseid. But after that, the graphics are not so hot.

The battle rages across a variety of screens ranging from the city streets of Metropolis to Darkseid's subterranean lairs. Superman must rescue the good citizens of Metropolis as they are captured by the super-villian and at the same time both use their superpowers to defeat each other.

Darkseid uses his Omega Beam, a mysterious force generated from his eyes, to attack Superman and teleport his victims to his lair. Superman counters these powers with his super-breath, strength and ability to fly.

The game can be played either by two people or one player controlling Superman against the computer. Victory is achieved by using up all your opponents strength or once all the citizens have been captured or rescued, the player with the most wins.

The best graphics appear on the intermediate screens between the six play levels. The 3D effects of the Man of Steel flying are quite nice. But the main play screens tend to look a little flat.

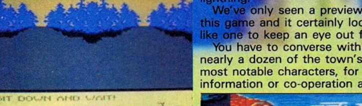
- **Graphics** 7
- **Sound** 7
- **Value** 7
- **Playability** 7

# WILD WEST

- **Machine:** CBM 64
- **Supplier:** Ariolasoft
- **Price:** £9.95 casssette/£12.95 disk





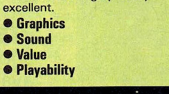

Big Nose Bill and his gang of outlaws have captured Fort Snake.

You must try to recapture it by making your way through a whole series of Wild West scenes, collecting various objects as you go. The action includes a bank robbery, a shoot-out with the local sheriff, a stagecoach ride and a rodeo and lasooing contest.

Various pioneers, indians and cowboys also cross your path from time to time.

All standard Wild West type ingredients, you're thinking. And you would be right. But a strange dimension is added to the game by three "sprites" which appear below the screen and give help and advice. For instance: "It's boring here, let's go," or "Examine skull" and "Take a Rest."

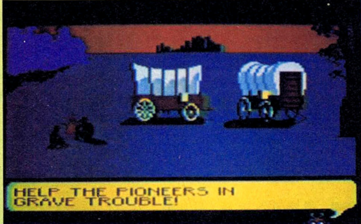
It's up to you which piece of advice you take. The choices are disclosed by movements of the joystick and pressing the fire button chooses the desired one.



Quite how these strange little creatures have turned up in the Wild West is not explained but they appear harmless enough.

*Wild West* is graphically excellent.

- **Graphics** 8
- **Sound** 8
- **Value** 8
- **Playability** 9




# LAW OF THE WEST

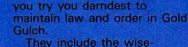
- **Machine:** CBM 64
- **Supplier:** US Gold
- **Price:** £9.95

Gold Gulch is a tough Wild West town. All the Sheriff has to do is survive until sundown. But there are mean dudes around determined to fill him up with lead.

And that means you have to think quick, talk fast and move your Colt 45 like greased lightning.

We've only seen a preview of this game and it certainly looks like one to keep an eye out for.

You have to converse with nearly a dozen of the town's most notable characters, for information or co-operation as you try you darndest to maintain law and order in Gold Gulch.

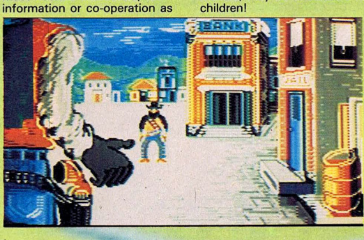


They include the wise-cracking saloon owner, and various bad characters who talk with their guns.

Your performance is judged after each game, regardless of whether you survive or end up in Boot Hill.

And survival doesn't mean much if the bank gets robbed, the robbers get away, and you accidentally shoot the schoolmarm trying to stop them.

But be warned the program contains language that, say the makers, may be unsuitable for children!



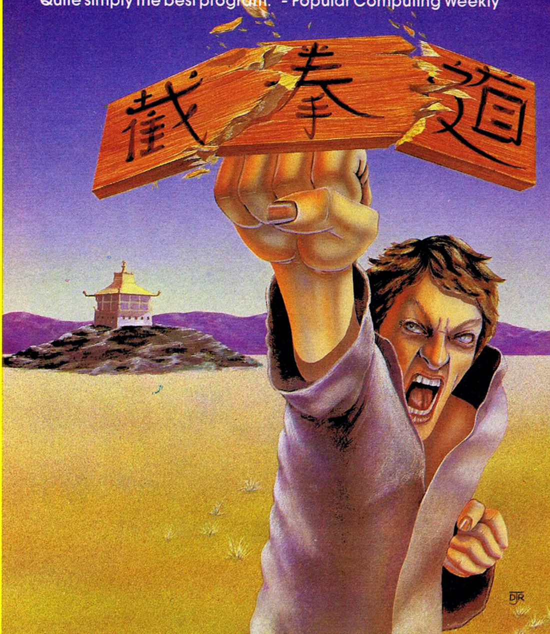



● CONTINUES ON PAGE 21 ▶

# THE WAY OF THE *exploding fist*

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

Challenge the computer, facing opponents of progressively greater skill, or compete with a friend. THE WAY OF THE EXPLODING FIST has it all - addictive competitive action, dazzling graphic animation and sound. The wait is over - you are about to face the challenge of a lifetime! "Spectacular, startlingly original epic, most televisual game I have encountered."- Daily Mail. "Quite simply the best program." - Popular Computing Weekly




"The Way of the Exploding Fist is virtually beyond criticism – technically brilliant and visually absorbing."

POPULAR COMPUTING WEEKLY

"Melbourne House's karate simulation explodes on to the Amstrad. This is a great arcade scoring game as well as wonderful family entertainment.
In Way of the Exploding Fist, Melbourne House have scored a great hit."

AMTIX

"As a sports simulation, this is one of the finest and most realistic we have seen. As an arcade game, it's addictive and pacy. It's clearly destined for the top."

SINCLAIR USER

"I can't tear myself away from this hit game, a karate contest called The Way of the Exploding Fist."

DAILY EXPRESS

"The graphics made my eyes pop out. Fantastic sound effects, state of the art animation and brilliant game play. One of those games that you can get out time and time again."

ZZAP

"By far and away the best sports combat simulation available. Exploding Fist on the Spectrum is the best game."

CRASH

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# GLADIATOR

- **Machine:** Spectrum
- **Supplier:** Domark
- **Price:** £7.95

Combat games keep on coming. So far we've had warriors, karate killers and championship boxers. But never Gladiators. Until now.

Domark's latest release dumps you in the bloodstained arena much loved by the Roman rulers.

Life as a slave is fine if you've no ambition and nowhere much to go, but if you're young and eager to get on in life you have to try to win your freedom any way you can. That's why you find yourself in the arena.

Your training starts with you watching the best fighters of the day in the ring. You even have the chance to wager a few copper coins on the outcome of each match.

The next stage is for you to have a chance to practice the 25 possible blows and thrusts on a stationary target. You can learn to cut and thrust with no danger to yourself. Finally, there are the combat trials with a real opponent.

If you work hard, practice long hours and use both your strength and intellect you can become the Emperor's champion, a feat equalled by very few. The real incentive is freedom.

When you have seen the range of movement that is possible it is your turn to practice. Select the two player option and practice each movement in turn against a stationary opponent.

One of the skillful arts of the gladiator was his choice of weapons for a particular fight. You are allowed to choose three weapons from the armoury of 45, one for each and and one for the belt.

You can try to match the weapons to the moves which you can make or to combat those of your opponent — unfortunately you won't see his weapons until the fight starts.

The hard weapons are selected first, using either joystick or keys, the directions move to the next weapon while the fire button selects. You can choose to use a shield instead of a second weapon.

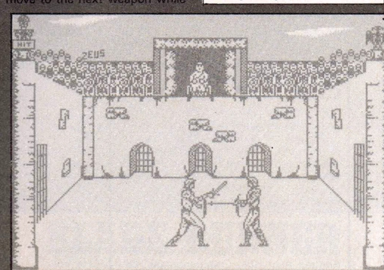
The dagger is placed in your belt and only comes into play if you have thrown or lost one of your original hand weapons.

Joysticks are recommended. The controls are pretty complex — they have to be as there are so many moves you can make while fighting. It'll take you some time to work out all the combinations, so be prepared to practice. The time you spend here will make your enjoyment of the game all the greater.

This combat game gets the thumbs up from *C&VG*!

Meanwhile, to those who are about to die, we salute you . . .

| | |
|---|---|
| Graphics | 9 |
| Sound | 7 |
| Value | 9 |
| Playability | 9 |




# MERCENARY

- **Machine:** Atari/CBM 64
- **Supplier:** Novagen
- **Price:** £9.99 cassette/£12.95 disk

The wait is over *Mercenary* is here at last. And well worth the wait it is.

If you loved the graphics of *Elite* and also like flight simulations all wrapped up with a spot of zapping and puzzles, this is the game for you.

You play the role of a 21st Century mercenary who crash lands on the planet Tharg and must use his brains to survive in this strife-torn world.

To help in this difficult task, Benson, a ninth generation computer helps you with a series of scrolling messages, relays messages and status reports.

The opposing factions on Tharg are the Players and the Mechanoids.

Keeping alive on Tharg will be hard enough in this hostile environment but the ultimate aim is to find a craft and escape the planet.

There are also various flying and ground based craft to be used *and* also a vast subterranean complex to be explored.

With excellent graphics, challenging game play, *Mercenary* is a game to look out for.

| | |
|---|---|
| Graphics | 9 |
| Sound | 8 |
| Value | 9 |
| Playability | 9 |

# ZORRO

- **Machine:** CBM 64
- **Supplier:** US Gold
- **Price:** £9.95 cassette/£14.95 disc

Old film legends don't die — they just resurface as computer games. Such is the fate of that masked master of swordplay Zorro. And a sade fate it is.

Graphically this rather standard platform game is not over impressive. Zorro himself appears as a black silhouette with no features at all. Sad that the man of mystery has become just a black, jerky blob. The rest of the animation is up to — or rather down to — the same standard.

The music is allright but nothing spectacular.

| | |
|---|---|
| Graphics | 6 |
| Sound | 6 |
| Value | 7 |
| Playability | 6 |

# OLYMPIC DECATHLON

- **Machine:** BBC
- **Supplier:** Alligata Software
- **Price:** £9.95

Now you too can follow in the steps of Daley Thompson without ever leaving the comfort of your own home.

*Olympic Decathlon,* which comes on disk, allows you to try your hand at all ten Decathlon events: 100m, 400m, 1500m, long jump, shot put, javelin, hurdles, discuss, pole vault and high jump. There is a choice of joystick or keyboard control.

If you opt for the keyboard, you must select keys to control your left foot, right foot, and a throw/jump key. You compete in all the events using a combination of these three movements. Hurdling, long jump and high jump involves running and jumping, for example, the javelin means running and throwing, and so on.

You can also choose whether to practice each event individually, or take part in a full marathon. I strongly advise that you practice, because the technique in some of the events is hard to master, if not downright obscure. In each event you are told the qualifying time or distance, your own score, and whether or not you have qualified.

If you are very lucky, you may set a new world record. I set a world record in the javelin, and failed everything else.

It's an ingenious idea, but disappointing and sometimes tedious to play. Running in particular is wearying, the aim being to move your athlete's two feet as quickly as possible. There doesn't always seem to be much skill involved in achieving a high score, although in most of the events you can improve through practice.

But the graphics are good, and if you don't like to be beaten by a game, there's a lot of challenge.

| | |
|---|---|
| Graphics | 8 |
| Sound | 6 |
| Value | 8 |
| Playability | 7 |

▶ CONTINUED FROM PAGE 18

● CONTINUES ON PAGE 23 ▶

# Post Haste Software



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18 months in the making, it's here at last! The supreme role-playing Dungeons & Dragons game, based on the newly-developed MIDAS adventure system, which will lead to other adventures and extensions to Swords & Sorcery itself.

*"It's very difficult to do this game justice in a few words — the sheer size and depth defy labelling. An impressive piece of software indeed." — Crash.*

**Spectrum (C) £9.95**

### YIE AR KUNG FU/(Imagine/Konami)

At last! One of the biggest programs of the year! The current arcade hit brought into your own home, with all the dazzling action you'd expect! Fight your way through screen after screen! A smash-hit if ever there was one!

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The wait's been worth it! Another total winner! Incredible 3-D vector graphics, changing with amazing speed. And the game's different each time you play! You'll really feel as if you're flying above the planet Targ! Believe us!

*"We couldn't believe the speed. Smashing!"* - Zzap 64.

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*"Extraordinary graphics, incredibly skilled programming, immensely playable, totally absorbing. An absolute winner all the way!"* - Computer Games.

**C64/128 [D] £14.95** **C64/128 [C] £9.95**

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This *has* to be the most unusual program of the decade. You'll have your very own Little Computer Person. He'll live in your computer in a three floor house. You'll feed him, talk to him, play games with him, and be part of his life. He'll certainly be part of yours! In fact, he'll probably take it over. We promise you this will be the most astonishing and irresistible creation you've *ever* loaded in your computer and you'll feel awful when you turn it (him?) off! This is not, incidentally, a game!

*"Animation of the Pet Person is incredibly lifelike. A stunning advance in computer entertainment. 97% overall rating!"* - Zzap.

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# HARRIER FORCE STRIKE

- **Machine:** BBC
- **Supplier:** Mirrorsoft
- **Price:** £9.95 (tape) £12.95 (disk)

At last, your chance to take that amazing British invention, the Harrier jump jet, up for a spin, and a bit of in-flight mayhem if you're feeling aggressive.

Not that I made much use of the opportunity — on my first four flights I crashed within ten seconds. I begin to see why it takes a small fortune and goodness knows how long to train a Harrier pilot.

This is a superb simulation, developed with the help of British Aerospace who, presumably, vouch for its accuracy.

You are offered a choice of game type (practice or combat) and skill level (pilot, commander and ace).

The graphics are more than adequate. The display takes the form of the view from the cockpit, with ground/horizon/sky instruments and indicators much where you would expect to find them. You can operate the game entirely from the keyboard, or via a combination of joystick and keyboard, and I strongly advise the joystick.

You get a 'flight manual' with the game, which tells you about the Harrier, gives you hints on how to fly it, and describes the mission you're supposed to carry out when you can actually stay in the air.

The mission involves destroying an enemy HQ 500 miles away, but first — you have to destroy the enemy tanks menacing your own ground sites. It might take some time before you establish an operational area free of enemy tanks — a map grid is supplied so you can keep track of where you are in relation to enemy HQ.

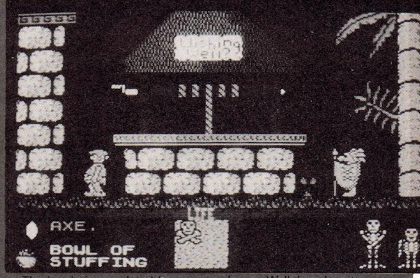
The really tricky part comes when you're forced to join battle with enemy aircraft. This is where you really need to understand the capabilities of the Harrier and the classic defence and attack techniques.

A classy, polished and highly addictive simulation, this is a game to keep.

| | |
|---|---|
| Graphics | 9 |
| Sound | 8 |
| Value | 10 |
| Playability | 10 |

# THREE WEEKS IN PARADISE

- **Machine:** Spectrum
- **Supplier:** Mikro-Gen
- **Price:** £9.95




Everyone loves Wally. And when his family (Wilma and little Herbert) are kidnapped by hungry natives while the Week family are on holiday in the Scilly Isles — where else? — everyone will want to help Wally rescue them. Won't they?

Sure they will! And Wally could win over yet more fans with this graphically impressive arcade adventure. *Three Weeks in Paradise* follows closely the Wally-game tradition. Wally has to wander around the desert island finding objects, picking them up and using them to solve many taxing problems and puzzles.

Wally himself seems to have added a few extra inches to his beer-belly and wanders around just a bit more slowly — but that won't bother you as there's lots to marvel at on every screen.

Graphics are as colourful and varied as ever — they appear bigger and bolder than previous Wally epics.

The jungle is populated by many animals — including lions, crocodiles, nasty insects and deadly bats. There's also the horrible Can Nibbles tribe who kidnap Wilma and Herbert and plan to turn them into TV dinners unless Wally can come to the rescue in time.

Below the main playing screen you'll find the objects that Wally is carrying — he can hold two items at a time, the number on Wally's left — you begin with four, the nibble-status of Wilma and Herbert plus a picture which gradually forms as you play which could end up showing something horrible — or nice. Let us know which!

For the first time you are able to change Wally's colour to avoid any nasty colour clash on the really colourful screens.

The graphics are the closest to the fabled "cartoon quality" yet to be seen on the good old Spectrum. The jungle screens are really impressive.

Animation of Wally and the other characters is above standard. The tune gets a bit irritating after a while — but you can switch it off and just listen to the sound effects if you like.

| | |
|---|---|
| Graphics | 10 |
| Sound | 7 |
| Value | 9 |
| Playability | 9 |

# BLADE RUNNER

- **Machine:** CBM 64
- **Supplier:** CRL
- **Price:** £8.95

Terrific music. Shame about the game. That just about sums up CRL's brave attempt to turn the classic *Blade Runner* movie into a computer game.

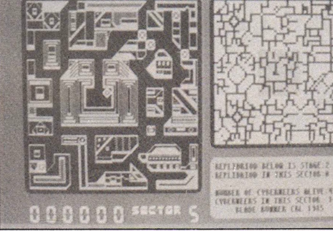
Which probably explains why they call the game an "interpretation of the film score by Vangelis"!? Licence, what licence?

Anyway what you get once the game has loaded is a *Ghostbusters*-style game. The basic idea is to track down rebel replidroids in your hover-car and terminate them.

Like *Ghostbusters* you get a plan view of the city to move your bounty hunter's craft around on — except this has more than one screen area to move around on. You also see a large scale "map" for the rest of the city which indicates just where the replidroids are hiding out.

You must use the large scale map to move to the sector inhabited by a droid — represented by a flashing square — make contact with it. Then it's onto the scrolling chase scene.

Your craft lands and a large white figure gets out. That's your bounty hunter. He has to chase along the city streets packed with awkward pedestrians to gun down the droid. Running into pedestrians and killing them is a crime "pedestricide" would you believe! You'll be penalised for committing it. You have to dodge the crowds — but don't stay in the road too long otherwise you'll get run down by a speeding C5!




The graphics are pretty crude. Although the white running figures in the street section of the game are quite effective. The backgrounds in this part of the game are nice too.

Not a great follow up to the epic *Tau Ceti* for CRL and a waste of a good idea.

Maybe *Blade Runner* would work as a budget product — but at nearly £9 you can spend it wisely elsewhere.

| | |
|---|---|
| Graphics | 6 |
| Sound | 9 |
| Value | 6 |
| Playability | 6 |

▶CONTINUED FROM PAGE 21

● CONTINUES ON PAGE 24▶

# SCALEXTRIC

● **Machine:** CBM 64
● **Supplier:** Leisure Genius
● **Price:** £9.95

I used to love playing with my Scalextric set. It's the nearest I've ever come to real motor racing. Building a track was half the fun, racing the cars the other half. But all that plastic track and little buildings took up a lot of room — and the dog was always crashing across the circuit at crucial moments.

Now, thanks to Leisure Genius, the problem is solved. They've crammed all the bits of track and a couple of cars into the C64 — with Spectrum and Amstrad versions to follow.

It's like *Pitstop II* — without the pitstops but with a track building option like Ariolasoft's *Racing Destruction Set*.

When you're racing, you get a split screen display as in *Pitstop II*. You can race against the computer or a friend. There are 17 pre-set tracks based on the Grand Prix circuits of the world. These have varying difficulty levels.

You get a "construction window", while at the top of the screen you see icons representing different bits of track available to you.

These include different straights, corners and chicanes. Different bits of track have different characteristics when you actually come to race.

*Scalextric* is a challenging split screen race game. One for race addicts who like building their own tracks. Better than *Racing Destruction Set* but not quite *Pitstop II* which, in our humble opinion, still holds Pole Position.

| | |
|---|---|
| ●Graphics | 8 |
| ●Sound | 8 |
| ●Value | 8 |
| ●Playability | 9 |

# ELEKTRA GLIDE

● **Machine:** Atari/CBM 64
● **Supplier:** English Software
● **Price:** £8.95 (cass) £12.95 (disc)

If it's speed and super-sonics you want from a game then look no further. *Elektra Glide* must be the fastest game on the Atari right now — and English Software promise the same speed for the 64 version soon to be released.

*Elektra* is a driving game without overtaking or pitstops. It's more in the Mad Max mode. A desperate race aginst time and hazards — like spinning cubes and bouncing balls which look like refugees from *The Prisoner*. And there's a jet which drops electrostatic columns to block the road ahead of your speeding car just to add to your problems. Oh yes, there's an 80 second time limit on each sector too.

All this adds up to a fast and good looking game — one that you need to play in a dark room with your TV's volume turned up full. The sound effects and music have to be heard to be believed.

You get a driver's eye view of the road ahead — which disappears into the misty distance with some nicely drawn mountains on the horizon. There are five different zones to race across — selectable from an options screen at the start of the game. These are Scotland, England, Wales, USA and Australia. Each zone has different landscape graphics.

The scrolling is extremely fast and super smooth — matching the classic *Drop Zone* for sheer speed.

When it comes to playability the game is more for your soul than to provide an out and out arcade challenge. There's no running score totaliser, or a hi-score to measure your achievements against in the Atari version — but it will be added to the C64 game.

The jet which swoops overhead to beam down the dangerous electro-columns is an original touch. And the sound it makes as it blasts overhead is brilliant! Listen for it as you play.

*Elektra Glide* is superbly presented and looks extremely stylish — we rate it as the second best Atari game released this year. First? *Drop Zone* of course!

| | |
|---|---|
| ● Graphics | 10 |
| ● Sound | 9 |
| ● Value | 8 |
| ● Playability | 8 |

# REVS

● **Machine:** C64/128
● **Supplier:** Firebird
● **Price:** £14.95 (cassette) £17.95 (disc)

Acornsoft were certainly in top gear when they produced *Revs* for the BBC Micro, which is probably the most realistic racing simulation available on any home micro.

Now Commodore 64 owners can also experience the thrill of the race and get the adrenalin running as they speed for position in the conversion by Firebird.

*Revs* gives you the chance to drive a Formula 3 machine at breakneck speed around Silverstone. Starting in practice with the wing settings angled for maximum grip, your initial test of skill is to manoeuvre through the chicane — your first corner.

This isn't as easy as it may sound, but don't despair. All it takes is practice, and you'll soon be racing through this section in fourth gear, pushing maximum speed into the home straight.

Though not truly 3D, the car graphics are excellent, changing size and detail with distance, and you'll see the other drivers, each with their own characteristics, jockeying for position in your rear view mirrors.

*Revs* is in a completely different league to most race games. Don't expect to lean on the joystick and attain a new lap record on your first outing.

| | |
|---|---|
| ● Graphics | 10 |
| ● Sound | 7 |
| ● Value | 8 |
| ● Playability | 9 |

## SABRE WULF

● **Machine:** CBM 64
● **Supplier:** Ultimate/Firebird
● **Price:** £9.95

If we waited a long time for *Underwurlde* to make it onto the Commodore, then it's been an eternity waiting for the excellent *Sabre Wulf*. Again it's worth it.

The Ultimate format is very familiar by now and does not detract from the game at all. And time doesn't dull the surprise at the quality of the graphics and the immense size of the game.

The idea, once again, is to escape from the seemingly neverending jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more jungle beasts appear making life more than a little dangerous.

A map is essential if you are to conquer the game, otherwise you'll become hopelessly lost.

*Sabre Wulf* is a classic game. Buy it. Enjoy it, and tell your friends.

| | |
|---|---|
| ● Graphics | 9 |
| ● Sound | 8 |
| ● Value | 9 |
| ● Playability | 10 |

## UNDERWURLDE

● **Machine:** CBM 64
● **Supplier:** Ultimate/Firebird
● **Price:** £9.95

When *C+VG* reviewed the Spectrum version of this Ultimate classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1985 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is yes.

*Underwurlde* is well up to the standard expected of an Ultimate game.

The look and the layout of the game is very similar to the Spectrum version. Your score is shown at the top of each screen together with how deep you are in the Underwurlde.

The idea of the game is to escape from the Underwurlde by climbing through various levels, using the objects scattered around the many screens and avoid the multitude of perils.

*Underwurlde* is excellent fun and great value. Firebird has done a good job with the conversion.

| | |
|---|---|
| ● Graphics | 9 |
| ● Sound | 8 |
| ● Value | 9 |
| ● Playability | 9 |




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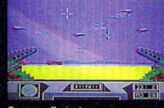
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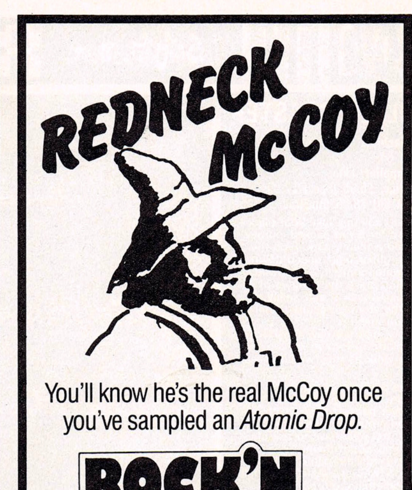
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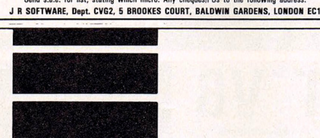
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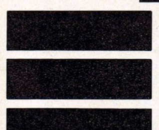
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## ROLLER COASTER

● **Machine:** Spectrum/Amstrad/ CBM 64
● **Supplier:** Elite
● **Price:** £6.95 (Spec) £7.95 (CBM 64) £8.95 (Amstrad)

Roll up, roll up! Take your places please for a fun packed journey around a theme park. Ride the weird ghost train, speed down the water-chute in a hollowed out log, brave the dangers of the big wheel — and finally try out the stomach churning Roller Coaster itself!

Now, here's a new twist on the platform format. All the rides work as they would in real life.

The object of the game is to explore the fairground and discover bags of gold which are dotted around on the many rides. You may have to risk life and limb to get them.

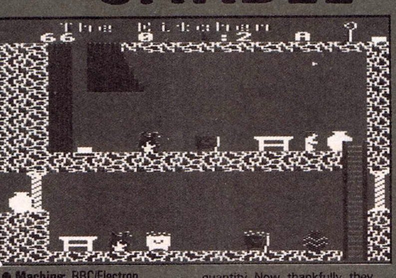
You begin the game with five lives — you lose a life if you fall off something, get hit by something or simply run out of "lifeforce".

The graphics are extremely colourful — similar to *Monty* and *JSW* but with extra added pizazz! Sixty screens worth of pizazz to be exact.

Ride the *Roller Coaster* just once and you won't want to get off for a long, long time.

● **Graphics** 8
● **Sound** 7
● **Value** 9
● **Playability** 9

## CITADEL



● **Machine:** BBC/Electron
● **Supplier:** Superior Software
● **Price:** £9.95 (tape) £11.95 (disc)

Calling any game "The best Arcade Adventure ever" isn't very sensible. For one reason something just a little better will appear eventually, and more importantly, it sounds incredibly false!

Superior have, until now, concentrated on getting programs onto the market in quantity. Now, thankfully, they have adopted a more agreeable attitude. If they want to be considered as a quality software house, *Citadel* will help a good deal.

On running the program, a pleasant enough title page appears. It is, in fact, one of the best I've seen on the Beeb. "Citadel, Citadel, Citadel," growls the BBC. Gosh! Speech too! Well, no. Not really. After announcing itself in rather tinny tones, the speech clams up.

The game contains 100 screens, all in colour. The idea is to beam yourself to an alien planet, grab a figurine, get back to the teleport, and smash it all to bits; thus avoiding the alien invasion and saving the world. Simple, eh?

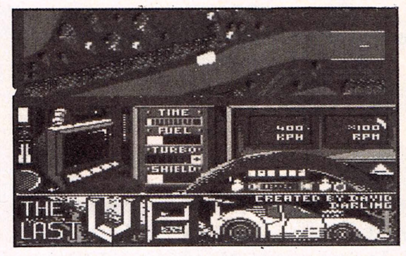
Game play is fast and exciting, with trampolines, rope swings, platforms and elevators to walk over. Death manifests itself in the form of monks, stardust, cannonballs, thorns, big square things, big flashing square things, spotted things on spindly green legs and a few others besides.

Superior have backed the game with yet another competition. The first person to complete the game gets a cool 200 greenbacks and a plaque. Also, three crowns have been hidden in hard-to-reach locations. The first person to tell Superior where two of the three can be found gets £100.

*Citadel* is fun to play, and allows extensive exploration without having to complete a sticky problem to reach the next screen. It represents good value for money, even if you don't win the competition!

● **Graphics** 8
● **Sound** 8
● **Value** 7
● **Playability** 10

## THE LAST V8




● **Machine:** CBM 64
● **Supplier:** Mastertronic
● **Price:** £2.95

Great sound — shame about the game! This release in Mastertronic's new M.A.D. range features some absolutely brilliant sounds from ace composer Rob Hubbard and some pretty graphics from programmer Dave Darling. But game play doesn't match up to the frills.

The basic theme of the game is this. The year is 2008, the world has suffered a global nuclear war and a global nuclear winter. You survived both as you were working on a secret project deep within a bunker — that special project was *The Last V8*. This is a real super-car, shielded from radiation, computerised and powerful.

And you are going to use it to attempt to contact the remnants of mankind left on earth after the holocaust. But there is still danger on the surface. Unexploded nuke-warheads which detonate from time to time. Fortunately your car warns you of an imminent blast and you must dash for safety inside a shielded bunker before it goes off. You have to dash from shelter to shelter in a bid to discover the survivors.

Your V8 is difficult to control. You'll find yourself skidding off the road and into the landscape at every available opportunity when you first load the game. Practice might just make you a better driver — should you wish to persevere with the game. . .

The roads you must travel twist and turn with alarming regularity — but there are some short cuts — across the nicely drawn landscape.

The voice synthesis feature at the start of each game is simply annoying after a couple of listens! And you can't turn it off. . .

V8 is a nicely presented program — but without much substance.

● **Graphics** 9
● **Sound** 9
● **Value** 9
● **Playability** 5

● **Machine:** CBM 64
● **Supplier:** Ultimate
● **Price:** £9.95

What's this? Ultimate meets Jeff Minter? Something must be wrong here. The latest Ultimate release isn't an arcade adventure — it's an out and out shoot 'em up.

In a big departure from their normal style, Ultimate has sprung a surprise on their public with *Imhotep*.

Several people played this game for several hours just to discover if there was more to it than blasting your way across an Egyptian landscape *Defender* style. But, surprisingly, that seems to be it.

The game is packaged in the normal Ultimate style leading you to believe that it's a regular adventure — but it isn't.

The theme — described in Ultimate's normal mysterious style — is this. Zoser, Pharoah of all Egypt, is having a tough time. His lands are drying up and the peasants are revolting. Zoser turns to Imhotep the Wise for help in ending the famine.

Imhotep starts out on a quest to find Thoth the only person who can end the drought which is causing the famine.

He begins by flying on a mystic bird armed with mystic power-bolts which he must use

▶CONTINUED FROM PAGE 24

# GEOFF CAPES STRONGMAN

- **Machine:** Amstrad
- **Supplier:** Martech
- **Price:** £8.95

What are you — man or mouse? That's the opening challenge from Martech. Well, next to Geoff Capes that's not an easy thing to answer.

Anyway, generally squeaking, we're a tough, rough lot at *C+VG*, ready to rise to any challenge.

*Geoff Capes Strongman* is a simulation game with an added dimension. Instead of just undertaking the various tasks, you also have to train for them.

Poor old Geoff's body has been split into eight bits, represented by "muscle icons". Only his head is missing. Is that significant, we wonder? Brawn without brain?

Each muscle contains a gauge to show how fit it is and how much energy is available. Different events require different muscles so while training for the six events you must prepare the right muscles.

If during any of the events the energy gauge hit zero, Geoff collapses.

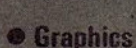
The six events Geoff must compete in to win the Strongman title are the truck pull, log chop, barrel loading, car roll, fairground bell and sumo wrestling.

Between each event there is a short rest period which you can re-distribute remaining muscle energy.

*Geoff Capes Strongman* is a good simulation, lifted above many of its rivals by the need to actually think about the strategy behind the play. Good fun.

The game is also available on Spectrum, CBM 64, BBC B, Electron, MSX and Atari.

- **Graphics** 8
- **Sound** 7
- **Value** 8
- **Playability** 8



# ACE

- **Machine:** CBM 64
- **Supplier:** Cascade Games
- **Price:** £9.95

There are flight simulations and there are flight simulations. And then there's *Ace*.

Digital Integration's *Fighter Pilot* has been widely acknowledged as the best of the bunch but that accolade must now go to *Ace*.

Not that there is anything stunningly new about the game, it's just incredibly well presented.

There is a wide choice of battle conditions. Combat can take place during the day or night, winter or summer.

Using a map to locate the enemy, you can chase and engage them on land, in the air or at sea.

The screen layout is fairly clear and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments.

Congratulations to Cascade on a good game.

- **Graphics** 8
- **Sound** 8
- **Value** 9
- **Playability** 9

# IMHOTEP

to blast other flying enemies riding on what look like broomsticks. But maybe they are mystic birds too.

Other hazards include catapults which fire stones at you. It appears these stones can hit you anywhere — despite the fact that they appear in the distance and grow larger. Small or big, if you're in front of them when they appear, you lose a life.

As you progress through the game you come up against other hurtling hazards — which all serve to make your life as Imhotep that much harder.

You have to amass 10,000 points with just five lives — to move from level two — where the game always seems to start for some reason.

All Ultimate would say when we quizzed them about the game was that "it gets harder" Hmmm.

Ultimate have made a brave step away from their traditional style — but in the wrong direction.

Try again Ultimate!

- **Graphics** 6
- **Sound** 7
- **Value** 6
- **Playability** 7



# Z





- **Machine:** CBM 64
- **Supplier:** Rhino
- **Price:** £9.95

There's always room for another good shoot 'em up and *Z* — pronounced Zee — is just that.

The idea of the game is pretty simple. Blast all the aliens, capture energy bombs, zap force barriers surrounding the Transporter Units until you've got a big enough hole to guide your ship through and warp to the next sector where it all begins again.

The game takes place on a planet with a computer controlled defence system. The system has malfunctioned and now the computer can't tell the difference between friend or foe — so it attacks everyone!

Only a starfighter as experienced as Z — that's you — can destroy the system before things really get out of control.

The game features multi-directional wrap around scrolling screens with some stylish arcade game style backgrounds. Some sectors have a lunar backdrop, others a *Paradroid* style cityscape. Defence ships come in many different forms and are all extremely deadly.

Some craft, like the Big Mothers you'll find on level three, need to be hit several times before they disintegrate. The Control Ship at the end of each game has to be blasted by energy bombs — five in all — before it can be destroyed.

The energy bombs are carried by special craft which you have to blast to release the bomb capsule. Chase the capsule to pick up the bomb.

The ship features inertial control — which means you have to be nifty to fly it and win. It has twin laser cannon which make blasting a bit easier and a central bomb chute to launch those energy bombs.

*Z* comes from Chris Butler, the programmer who brought you *Hypercircuit* which became something of a cult game among 64 owners. *Z* should do just the same. It's fast, furious and lots of fun.

Don't miss this extremely attractive, truly addictive zap-to-kill extravaganza.

- **Graphics** 9
- **Sound** 8
- **Value** 8
- **Playability** 9

● CONTINUES ON PAGE 32 ▶

# ENDURANCE RACING

**Machine:** Spectrum
**Supplier:** CRL
**Price:** £7.95

From the programmers who brought you CRL's popular *Formula One* team-manager simulation comes *Endurance Racing* — which does the same thing for long distance motorcycling racing.

You have to look after a team or teams of racing bikes out to win the World Endurance Racing Championship. You control the preparation of the team, the selection of riders, the turning of the machines — and must also oversee the pit work for the team during these all important championship races.

Endurance motorcycle racing is a team effort. Success depends as much on the maintenance of the bikes during many pit stops as on racing ability of riders.

A crash may not be terminal. If your rider can ride or push the bike back to the pits, repairs can be carried out and lost time made up.

Authentic team names and riders are already stored in the computer but these can be changed. You can customise you own team, selecting your team name, bike type, colour, numbers and rider names.

Each bike must be prepared for the race. The engine or chassis characteristics are adjustable and you must make your own decisions in line with the level of play. A bar-graph will increase showing an increase of power, m.p.g. etc.

Throughout the race the first six bikes are displayed on the score-board and the order of the first sixteen bikes are shown from left to right in front of the grandstand.

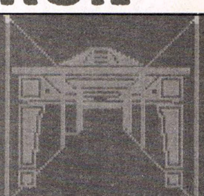
The team name of the leader and distance he had covered are also displayed. If your bike number turns red it shows that something is wrong.

During the race, instruction can be given to your riders by pressing the select keys and entering the bike number. All riders start off riding normally but they can be instructed to take things easy, if protecting a good lead or ride as fast as possible.

- **Graphics** 7
- **Sound** 5
- **Value** 8
- **Playability** 8

# VECTRON

- **Machine:** Spectrum
- **Supplier:** Insight
- **Price:** £7.95



Hang on a minute! Everything's moving too fast! Just let me catch my breath a second and I might be able to write this review . . .

This is the second game we've seen which is based around themes from that terrific Disney movie *Tron.*

You and your Spectrum have been transported to a maze like complex where lurks the deadly ROM Robot. You must find your way around the matrix, zapping tanks and randomisers — those awesome two-legged space-craft featured in the Tron movie — in order to find your way to the Central Complex and the ROM Robot.

The many corridors of the complex will have you baffled unless you call up the map which overlays the main playing screen. So if you're REALLY clever you can leave the map up and see what's going on outside. Not really advisable for beginners however as you'll find the game SO fast that you're going to need your wits about you.

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect — but then you'll have to work out how to take out the tanks and Randomisers.

Fortunately the loading sequence includes scrolling instructions — the bad news is that you can't call up these instructions during play.

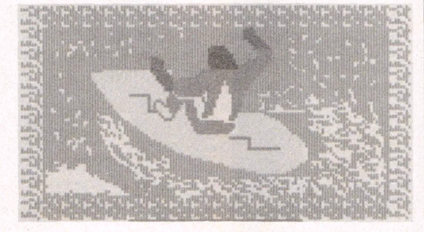
The sound — especially the opening theme — is great.

The graphics are a mixture of vector and solids. The tanks and Randomisers are drawn as solid looking craft.

The best way to take out the Randomisers is by blasting one of their legs off causing them to spin and smash into the sides of the maze.

- **Graphics** 7
- **Sound** 8
- **Value** 6
- **Playability** 6

# SURF CHAMP



- **Machine:** Spectrum
- **Supplier:** New Concepts
- **Price:** £11.95

Irish software house New Concepts are out to make waves with *Surf Champ* and its revolutionary surfboard-shaped keyboard overlay.

By applying pressure to the surfboard, which sits on the Spectrum's G key, real-life surfing moves can be performed. New Concepts say this is the ultimate sports simulation.

Before being able to ride the waves, the player must make a number of decisions. Surfing gear must be selected and this depends on age, sex, and weight. Board length and weight must also be selected.

Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea, ducking and dipping under the waves to a chosen point.

Once the best wave has been selected, the player hits a key, the screen changes to a close up view of the surfer on the wave.

Using the miniature surfboard is very frustrating to begin with, but with practice it becomes easier.

Graphically the game is a little crude, but if you fancy a unique challenge then you'll get a square deal surf from *Surf Champ.*

- **Graphics** 7
- **Sound** 6
- **Value** 7
- **Playability** 8

# VIDEO DARTS

- **Machine:** CBM 64
- **Supplier:** Zion Systems
- **Price:** £7.95

*Video Darts* is about as exciting as a stale pint of beer with a stubbed out cigarette floating in it. It has absolutely nothing to recommend it at all. A sad thing to say, but true.

The game of darts itself — played either against the computer or another player — is spectacularly unexciting. Consistent scores of 180 are easily obtained therefore removing the slightest challenge from the game.

The graphics, considering the superb animation now available on other Commodore games, are extraordinarily crude — a standard equally matched by the packaging.

The music, a grating rendition of Roll Out the Barrel.

But the real killer is the price — £7.95. Can Zion be serious?

- **Graphics** 3
- **Sound** 3
- **Value** 3
- **Playability** 3

▶CONTINUED FROM PAGE 31

● CONTINUES ON PAGE 35▶

# ATARI 1050 DISK DRIVE

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Silica Shop, the UK's leading Atari specialists, based in Sidcup Kent have announced a massive drop in the price of the Atari 1050 Disk Drive. The 1050 is compatible for use with the Atari 400/800 and XL/XE computers and allows access to a range of over 450 disk-based software titles. The 1050 comes with DOS 2.5, and can also be used with other Atari Disk Operating Systems, making it compatible with the complete range of Atari Corp and Third Party software for Atari 8-bit computers. The addition of a disk drive is a great enhancement to any computer system, increasing storage facilities and cutting information access time to seconds instead of the minutes taken by the 410 or 1010 data recorders. Many professional/business programs are only available on disk and not cassette. Until now, only a small proportion of Atari Computer owners have been able to benefit from the power and speed of the 1050. Now Silica are pleased to be able to offer the 1050 at a new low price of only £129 including VAT and FREE delivery. We also offer credit facilities allowing Atari owners to purchase it over 12 months for only £12.46 per month. The total purchase price over 12 months, with interest at a flat rate of only 16%, is only 12×£12.46=£149.52 (APR 32.3%). There has never been a better time for Atari owners to buy a Disk Drive!

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## FREE SOFTWARE

The new price for the 1050 disk Drive is not the only good news for Atari Owners. The Disk Drive now comes with three FREE software titles, in addition to the DOS 2.5 Disk and Manual. The first of these is The Payoff on disk, a new adventure game in which you play the leading role. On the reverse side of this disk is a demonstration program showing Atari's amazing sound and graphics. Also included is Home Filing Manager which will help you organise your files. It allows you to catalogue and file details of books, birthdays, your stamp collection or anything else which would normally require you to use filing cards. The software which comes free with the Disk Drive carries a normal retail price of £34.98 and is as follows:

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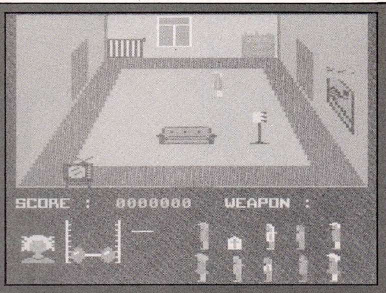
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# FRIDAY THE 13TH




● **Machine:** CBM 64, Spectrum, Amstrad
● **Supplier:** Domark
● **Price:** £8.95

We're not trying to shock, protests Domark at suggestions of bad taste surrounding the advertising of *Friday the 13th*, just trying to get attention.

Really? Their advert, featuring an ice hockey mask in a pool of blood with a knife thrust through the eye socket, certainly works on both counts.

EMAP, publishers of *C+VG*, originally had doubts whether to publish the ad. Menzies, the newsagent chain, even insisted the cover art work be changed before it would be displayed.

Of course, Domark, while appearing suitably shocked, love the fuss. It's great publicity. A game based on the exploits of a psychopathic killer who hacked, slashed and stabbed himself into film notoriety, is bound to attract the odd criticism. And well they know it.

But what has this to do with the game? Not a lot, actually. The packaging and publicity may be sickeningly bloody and gory, but the game isn't.

Blood-curdling screams — at least on the Commodore version — are as bad as it gets.

Jason — such a nice name for such a fiendish killer — is wreaking havoc at Crystal Lake holiday camp where you have arrived on holiday.

He appears to be just one of the normal holidaymakers at the camp — until he attacks you/or the others with an axe. You have to find a safe sanctuary where Jason cannot go and then persuade the other holidaymakers to join you or kill him.

Weapons are scattered throughout the game which you can use in a bid to destroy Jason.

Most of the screen is taken up with a 3D scrolling view of the holiday camp, covering rooms, walls, fences etc.

Your panic rating — and Jason always attacks the person with the highest rating — is shown by the height of hair on the character's head at the bottom left-hand corner of the screen. Strength is indicated by a dumbell.

The other characters at the camp are shown in the bottom right corner. If Jason or you kill one of them they are replaced by a tombstone.

The mask shows how close you are to going mad and, therefore, the amount of time you have left before the game is over.

The graphics on *Friday the 13th* are surprisingly crude and chunky on the Commodore version. The character you control also makes a noise like a machine gun when he walks. Quite why, we can't work out.

*Friday the 13th* is not a computer "nasty" and contains no more violence than most other computer games. If that disappoints you, Domark have thoughtfully provided two foaming blood capsules for you to chew and spit blood at the computer.

Such are the marketing skills of the Domark team that *Friday the 13th* will be successful.

| | |
|---|---|
| ● Graphics | 6 |
| ● Sound | 8 |
| ● Value | 7 |
| ● Playability | 7 |

# THINK!

BLITZ GAME

● **Machine:** Spectrum
● **Supplier:** Ariolasoft
● **Price:** £7.95

Think! I thought. I moved. I lost. But was I disappointed? Not one jot.

Ariolasoft, mainly known for their imports of American software, has come up with a gem of a game with *Think!* And it's British, designed by the brains at Tigress Marketing.

Think! contains that all too rarely found quality: a new and simple idea cleverly executed.

Basically, *Think!* is a board game on computer, easy to learn, difficult to master. All you have to do is get four of your counters in a row on a six by six grid. You play against a friend or the computer, making alternate moves. The winning lines can be vertical, horizontal or diagonal.

The counters can only be moved onto the grid from the bottom or right edge of the board. When a new counter is introduced into the grid everything in that line or column is moved along — including the spaces. Get the idea?

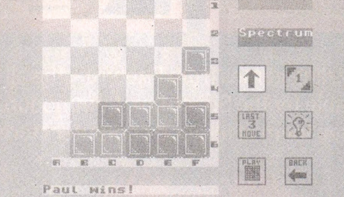
One clever — or false move — can change the whole complexion of the game. A seemingly certain victory can become defeat.

There are seven levels of difficulty, hint facilities, different speed games and set problems to solve.

*Think!* is instantly playable, brilliantly simple and lastingly addictive. We think it's a winner.

The scores for graphics and sound are not really relevant as they are not vital to the game.

| | |
|---|---|
| ● Graphics | 8 |
| ● Sound | 8 |
| ● Value | 10 |
| ● Playability | 10 |




## AXIS ASSASSIN

● **Machine:** CBM 64/Atari
● **Supplier:** Ariolasoft
● **Price:** £7.95 cassette/£9.95 disk on CBM/£9.95 Atari Disk

At first sight *Axis Assassin* is an interesting game but somehow it never quite satisfies its promise.

The battle against the Master Arachnid and his multi-legged marauders ranges over a choice of 20 grids and five zones. All you have to defend yourself are three Axis Assassins, armed with unlimited fire power and pulse bombs.

The game starts as spiders spin webs across the grids. Then the Master Arachnid releases his army of hunters, drones, spores and exterminators.

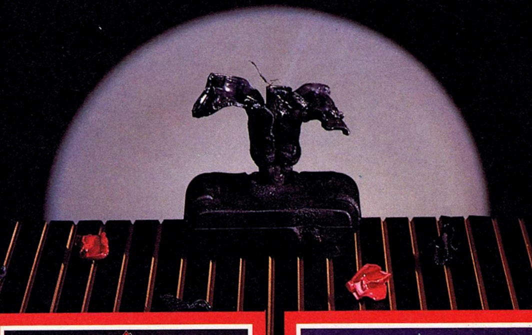
Your Axis Assassin can move up, down and across the grid, trying to destroy everything before they get you.

Summing up, there's nothing really wrong with *Axis Assassin* but there's no real reason why anybody should make time to play it.

| | |
|---|---|
| ● Graphics | 7 |
| ● Sound | 6 |
| ● Value | 7 |
| ● Playability | 6 |

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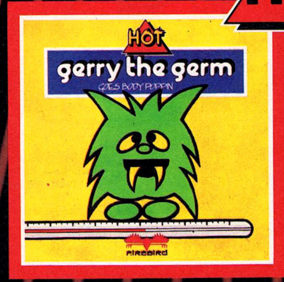
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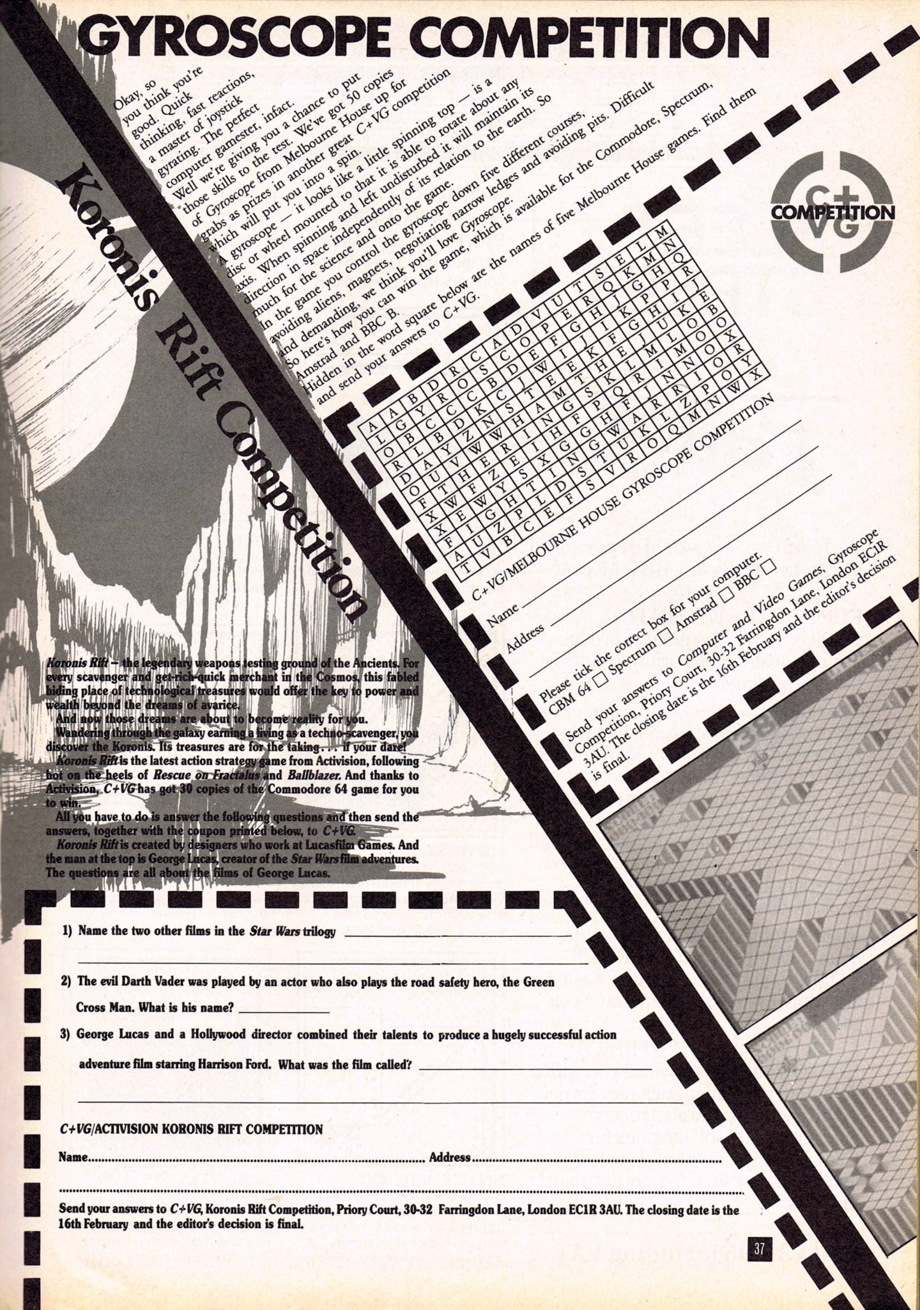



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# GYROSCOPE COMPETITION




Okay, so you think you're good. Quick thinking, fast reactions, a master of joystick gyrating. The perfect computer gamester, infact.

Well we're giving you a chance to put those skills to the test. We've got 50 copies of *Gyroscope* from Melbourne House up for grabs as prizes in another great *C+VG* competition which will put you into a spin.

A gyroscope — it looks like a little spinning top — is a disc or wheel mounted to that it is able to rotate about any axis. When spinning and left undisturbed it will maintain its direction in space independently of its relation to the earth. So much for the science and onto the game.

In the game you control the gyroscope down five different courses, avoiding aliens, magnets, negotiating narrow ledges and avoiding pits. Difficult and demanding, we think you'll love *Gyroscope*.

So here's how you can win the game, which is available for the Commodore, Spectrum, Amstrad and BBC B.

Hidden in the word square below are the names of five Melbourne House games. Find them and send your answers to *C+VG*.

| | | | | | | | | | | | | | | |
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| O | U | V | W | W | H | A | M | T | H | E | J | U | K | E |
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C+VG/MELBOURNE HOUSE GYROSCOPE COMPETITION

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Please tick the correct box for your computer.
CBM 64 ☐ Spectrum ☐ Amstrad ☐ BBC ☐

Send your answers to *Computer and Video Games*, Gyroscope Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.

# Koronis Rift Competition

***Koronis Rift*** **— the legendary weapons testing ground of the Ancients. For every scavenger and get-rich-quick merchant in the Cosmos, this fabled hiding place of technological treasures would offer the key to power and wealth beyond the dreams of avarice.**

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***Koronis Rift*** **is the latest action strategy game from Activision, following hot on the heels of *Rescue on Fractalus* and *Ballblazer*. And thanks to Activision, *C+VG* has got 30 copies of the Commodore 64 game for you to win.**

**All you have to do is answer the following questions and then send the answers, together with the coupon printed below, to *C+VG*.**

***Koronis Rift*** **is created by designers who work at Lucasfilm Games. And the man at the top is George Lucas, creator of the *Star Wars* film adventures. The questions are all about the films of George Lucas.**

**1) Name the two other films in the *Star Wars* trilogy** ____________________

**2) The evil Darth Vader was played by an actor who also plays the road safety hero, the Green Cross Man. What is his name?** __________

**3) George Lucas and a Hollywood director combined their talents to produce a hugely successful action adventure film starring Harrison Ford. What was the film called?** ____________________

**C+VG/ACTIVISION KORONIS RIFT COMPETITION**

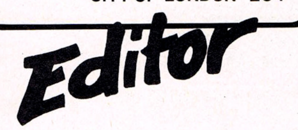
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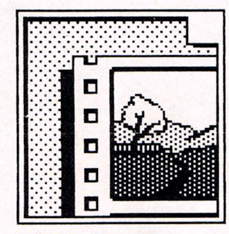
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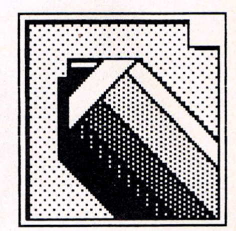
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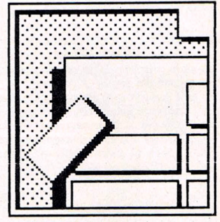
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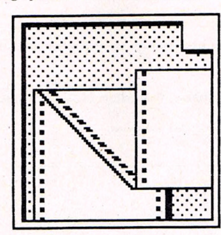
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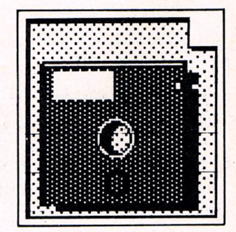
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**Publication: January 23rd 1986**

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# THE Error

FORWARD WITH BRITAIN

# COMPETITION

Ever fancied being an editor of your very own magazine? Perhaps you already are. Judging by the numbers of fanzines we receive at the *C + VG* IDEAS CORP penthouse offices there are quite a few budding editors and designers out there in the real world.

Now we're giving you the chance to win national recognition thanks to *Mirrorsoft.*

If you produce a computer related magazine at your school, or at your local computer club, or even if you just produce your own fanzine along with a few friends, you should enter the *C + VG* **Fanzine of the Year** competition.

Winners will get a really neat bit of software from Mirrorsoft, a neat bit of hardware from Kumana plus a trip around the Daily Mirror HQ in London.*

The software is **Fleet Street Editor,** a terrific package which enables you to write, layout and print your own magazine all with just the aid of a trusty BBC.

Fleet Street Editor is a mixture of a word processor, graphics package and design utility all wrapped into one. And it's just what every budding magazine editor needs to produce a high quality product...

The package includes all the major "departments" that any magazine or newspaper needs to operate — the graphics library, the copy desk, the design studio, page make up and, of course, printing.

Using Fleet Street Editor couldn't be easier and you can produce a really professional looking magazine or newsletter. And a Fleet Street Editor package could be yours if you enter our great competition.

There are three categories. You can enter a school magazine, your club or user group magazine — or if you're an individual who produces an independent magazine you can enter that too.

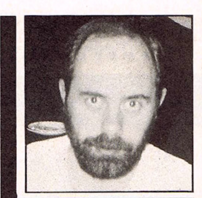
All you have to do is send us an issue or issues of your magazine before the closing date of the competition — which is April 16th 1986.

We'll give you updates on the progress of the contest from time to time before we announce the winners later in the New Year.

So if you want to be the proud holder of the *C + VG* Fanzine of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag — then why not start now?

Your entries will be judged by the editor and designer of *C + VG*, and representatives of Mirrorsoft and the Daily Mirror newspaper. Don't forget to fix the coupon to your entry!

**Subject to availability*



## Drunks in drag hijack a bus

C + VG/MIRRORSOFT FLEET STREET EDITOR COMPETITION

Name ..........................................................

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## WORLD EXCLUSIVE



# VICAR EATS TART

**Father Dezmund O'Herlihy — age 56 — of Nether Wallop was admitted to casualty last evening after surviving a horrifying ordeal at the village fête.**

**The incident occured after the judging of the "Christmas Edibles" entries. Father O'Herlihy awarded first prize to Edith Crunch and proceed to consume the entire 12inch diameter pie.**

**"I didn't think anyone would mind," the stunned vicar was heard to groan as he was wheeled away from the furious crowd.**

**Mrs Crunch, a widow of 73, said the pie was unique and she was heartbroken by the "butcherous act". Edith is still fuming and has been seen working out in the primary school gym.**

**Father O'Herlihy has taken to carrying a can of MACE under his vestment, and says he won't go out after dark fearing the consequences.**

Here's a brief look at the things you'll be able to do with Mirrorsoft's terrific *Fleet Street Editor* package.

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# PERILS OF PLASTIC MAX



**Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+VG's Paul Boughton investigates.**



*Max Headroom, the man with the vinyl complexion, a smile as dazzling as a searchlight and a cute stutter to humanise his computer-generated plastic perfection, is back.*

*Yes, the cult hero from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-gun chatter, corny jokes, wit and wisdom.*

*And not only that. The man who is proud to be a CAD — computer-aided design, that is — is the hero of a new computer game from Quicksilva due for release any day now. And if successful it could be the first of a series of games based on Max.*

*The game is loosely based on the film which launched Max on an unsuspecting nation last April.*

*The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.*

*Network 23, run by a man named Grosman, is the top rated station, thanks to the brilliant but evil invention of Blipverts, compressed TV commercials which happen so fast they are over and lodged in the viewer's mind before they realise what has happened.*

*The Blipverts have a nasty side-effect for the viewer — they make the body self-destruct.*

*Investigative reporter Edison Carter, who works for Network 23, takes on his own bosses in an effort to expose this scandal. But an unfortunate "accident" happens to Carter. Bryce Lynch, who created the Blipverts, takes Carter's brain patterns and with the aid of a computer creates Max Headroom.*

*A pirate TV station, Bigtime Television, running endless 1980s pop videos, is badly in need of a ratings boost. And when Max Headroom is brought to them by Breughel and Mahler, a couple of heavies, they realise his potential as a TV star.*

*With Max Headroom fronting the videos, Bigtime's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .*

*Quicksilva's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film by making Edison Carter and Max different people.*



*Edison Carter is attempting to rescue Max Headroom from the Network TV building at night.*

*The Max personality generator is situated on the 210th floor of the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift. Only the president of the network and the computer genius that created Max have that and neither are going to help.*

*There are also security guards to contend with and two assassins who are hunting Edison.*

*The player takes the role of the Maxhunter, a computer program written by Carter's girl friend, and "injected" into the computers which control Network 23's offices.*

*Maxhunter must take control of various systems in the building at different times and give Edison directions to get to the directors' offices which lie on the top ten floors and eventually the president's suite at the very top.*

*To win the game you must get to the top levels, find the various codes, access the computer lab and free Max. Max must then be taken to the ground floor and out of the building before six o'clock in the morning when the staff return.*

*The team given the task of bringing Max to the computer is Manchester-based Binary Designs.*

*Andy Hieke, Binary's managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the building, you have to fight for control of the lifts and doors."*

*The game, he says, will be arcade adventure and strategy. Quick reactions are also important in several parts of the game play.*

*As a bonus for completing the game , you get to see Max and hear him speak.*

*Says Andy: "We would like the original scriptwriters to write some jokes, we'll digitise and put it on the cassette — although it's difficult to get something that's produced on a machine that's worth millions on one that's worth a hundred pounds."*

*And a final word from Max himself. "A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the networks to give them a little more pezazz, fizz, razzamatazz, and other words with lots of Zs in them.*

*It's hard to be perfect but I try."*

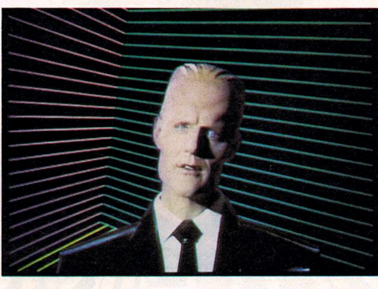
*As Max mania spreads, a whole series of spin-offs from the series is about to appear.*

*And so you don't miss out on all the fun C+VG and Quicksilva have grabbed a few of the goodies as prizes in our great Max Headroom competition.*

*The first 25 winners will receive a video of the film which launched Max last year and was re-screened at Christmas.*

*The next 25 lucky winners will get copies of a new book, Max Headroom's Guide to Life.*

*And to stand a chance of winning just answer the simple questions below and send the answers together with the coupon printed below to Max Headroom Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.*



*1) On what floor of Network TV's building is the Max Headroom personality generator kept?* ____________________

*2) What is the Maxhunter?* ____________________

*3) Name the creator of the Blipverts?* ____________________

*Max Headroom's sense of humour is well known if you've watched the TV series. Write what you think would be a great joke for Max to tell* ____________________

____________________

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***C+VG/QUICKSILVA MAX HEADROOM COMPETITION***

*Name* ____________________

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**Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.**

**So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.**

## POKES

## TIR NA NOG

To make Cuchulainn invisible go to Lon Liath and get the objects behind the locked doors and goblet. Then go to the stone tablet and drop the objects.

The stone tablet will read W,N,E,N,E,7. Follow these direction and drop the spade.

You will recieve half a torc the other half being in the ice cave. When you put them together you will become invisible. Thanks to Andrew Watts of Northampton.

## SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on **Skyfox**. Always pay attention to your scanner. One good tip is too thrust into a clear sector using the afterburners and call up the computer's tactical map.

When on the ground and the tanks are just blue/black specks on the horizon, destroy them with your cannons before the cause any serious shield damage.

When on tanks, don't bother using missiles, save then for the planes.

Be ready to expect tanks or planes when using autopilot as you usually fly straight past them when autopilot disengages. Tanks mostly appear in groups of five and planes mostly in groups of four or so.

Make full use of the computer. Use the tactical maps above and zoom in on sectors to see what actually is there.

If you are going to try any of the invasions, one general tips is to stock up on missiles before taking the planes and mothership.

Stock up on fuel, shields and missiles before flying through the cloud layer to fight planes or motherships.

## BARRY MCGUIGAN

One more for the sport fanatics — **Barry McGuigan's Boxing** from Bradford Barter of Croydon, who tells us how to reach Rank 13.

Cannonball Corby: Punch him in th face and stomach. Try and get him into his corner and you should be able to knock him out in the 1st round.

Pedro Rameiz: Pedro is very easy to beat. Just keep hitting him till he falls

John 'Kid' Cutter: Have two furious rounds with John and then let your guard down and let him punch you. This zaps his endurance and not yours.

Boom Boom Barnet: Try and knock his endurance down to about 20 and then move the joyustick left. This should keep his guard down. You should be ready to hit him.

Flashy Fenwick: Very easy. Same as Pedro!

That's as far as Bradford has got. Anyone know how to beat the next two.

## Help

Who can help Richard Mills of Kent who bought *Monty on the Run* nearly two months ago and has been stuck in 'the sewers' for the last month?

Nick Rush has rushed (sorry about that, Nick, but Otiss couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game *Gyroscope.*

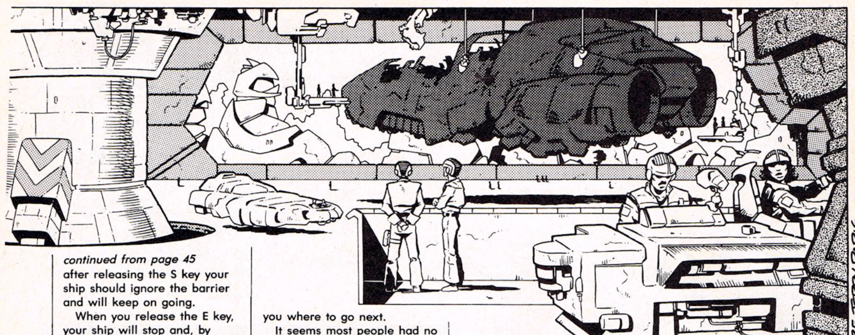
The first two levels are fairly easy, but when you reach screen 1, level 3, things might start gettting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel to fast down the slope and will skid across the glass and over the edge.

If you get this far on your first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen of level five is the same as the cover of the box. Travel slowly and think before you move!

## ONE FOR THE TEXAS!!!

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on *Parsec*, sent in by Roger Marsden of Leicestershire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the 'Press fire to Begin' message comes up. Do not press! Instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key




*continued from page 45*
after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this are apparent when you are on the asteroid belt or when fighting swoopers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you. On the asteroid belt always stay in lift three unless you want to 'play safe' on the first two screens by staying near the top and using lift two. On the first screen when you are fighting the dramites, go up in lift two firing all the time, this should destory them all.

## DRAGONTORC OF AVALON

Over the last couple of weeks we have been hearing pleas for help with this game so we shall quickly go over a few points to see if they will make the playing any easier.

You start off in Wispwood will spells Bane, Servant and Move. To select a spell use up or down to wind the scroll. When the arrow indicates the spell you need press Fire once to select it and twice to activate it.

Use the Servant Spell to collect the Seal of Merlyn which you will need later on. Explore the wood to collect the Missile spell, the sickle the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the vaults with Missile — collecting further spell as you go. After completing Wispwood and the Vaults, Merlyn will tell you where to go next.

It seems most people had no problems with Wispwood but the Vaults were another matter, so, let's go into them in more detail. Once inside, go to the teapot room and search the teapot with the Servant spell to obtain the rune. Go on to the fireball room where you have to touch the stool with the Servant spell to change it into a chest. Go out by the right back door, dodge the skeleton and go through the rear door, grab the spell, dodge the skeleton and leave by the rear door. As the skeletons follow you through the door use the Missile. Take the chalice. Go left and then through the front right to the pool room. Kill the skeleton and dip the chalice in the pool. Go back to the fireball room and go out of the right back door and then right again to arrive in the pedestal fountain room. Empty the chalice into the fountain to obtain the Heal spell and sit on the fountain to boost your energy. Proceed to the room with the chests. Open the first with the Servant spell and take the key which you then use to open the third chest. Take that key and open the second chest, to reveal another key and the Leyrod spell, take both of these. A word of warning here — make sure that you avoid all spiders.

Take this key to the fireball room and use it to open the chest. Take the rune — the fireball changes to a half moon, so take this as well. Proceed to the room with E rune fixed to floor. Leave all the items you have collected, here.

Search both dead skeletons. One holds the last rune and the other the Missile spell and Evil Eyes. Use the Bane spell to kill the Evil Eyes. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to E room and lay the three runes on E in the order XIT. A leycube will appear. Collect all other items and step on to the cube to transport to the stone circle in Wispwood. Strike the stones with the Leyrod to reveal the Leycubes. Pick up Merlyn's Seal and step on to the yellow cube.

## QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to play.

First up is Adam Brake of Dorset with some hints on **Super Pipeline II.** Keep one workman with you and leave the other running around, this man will 'take out' the odd creature. On every screen, there is a place to stay and just shot and so be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature, but, only if you have two workman together.

When one of the workmen is mending the pipe, stay by him as the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly decrease, sacrifice your life as you can lose all your points in a short time.

From E. Nieland of Holland here are some passwords for **Hacker,** and **System 1500** on the CBM 64.

First of all, **Hacker.** The log on code is Australia.
Passwords for Security checks are: Level 1 Magma Ltd. Project.
Level 2: AXD-0314479
Level 3: Hydralic
Level 4: Australia

On **System 15000** you will find the following telephone numbers useful.
6723427, 4935429,
7464460, 2297629,
3634017, 9307269,
3481408, 7239293,
9527001, 3634017.
8004310 with Password Arcles
01012129765858 with Password Pip537

Bryan Morrison of Kirkcaldy has been playing all his C64 games to come up with the following cheat modes. **Thing on A Spring:** When the title screen is one hold down T,H,I,N,G, back arrow and Inst/Del If the borde goes grey, you have unlimited oil.

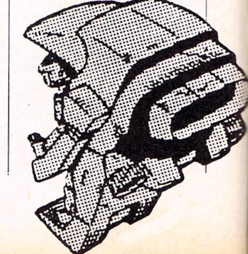
**Frak:** When you get a high score, instead of typing in your name put the shift lock on and type American Express — with a space between the words. The border should now have gone white. Take off the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be able to move left or right.

**Miner 2049er:** To advance a level, just keep your finger on the fire button for about 10-15 seconds.

**Quo Vadis:** The following set of pokes will ONLY work if you have a Reset switch. When the game has loaded press the reset switch and enter these pokes. Poke 24709,234 Poke 24710,234. Then type SYS 3488 to start the game.

Your knight will not die when his energy reaches zero but lava pits will kill him.

**Spy Hunter:** When the weapons van drops you off at the side of the road slowly edge your way to the right of the screen until you can driving along the black strips at the side. You are virtually indestructible and can make some rather large scores.






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1. Maze Eater
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4. Rush Hour Attack
5. Royal Rescue
6. StarTrek
7. Whirly
8. Attacker
9. Fighter Command
10. Draughts
11. Evasive Action
12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawley
16. Hangman
17. Pontoon Bet
18. Fireman Rescue
19. 3DMaze
20. Colony-9
21. Backgammon
22. Solit
23. Yamzee
24. Three Cardbrag
25. Trucking
26. Rally 3000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragons Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
44. Rats
45. Motorway
46. Dungeon Adventure
47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

## ZX 81

Even a small computer gets more from Cassette-50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING – a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade – all kinds of games on just one tape!

## BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette-50 gives you full use of screen modes with high resolution colour graphics, user-defined graphics, excellent sound and music, joystick compatibility and many high-speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

## ATARI

Munch, Munch . . . it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette-50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high-resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

## SPECTRUM 16k/48k or +

'Incredibly frustrating!' – that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find – it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

1. Muncher
2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Startrek
8. Martian Knockout
9. Boggles
10. Alien Attack
11. Lunar Landing
12. Maze Eater
13. Microtrap
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Ten Pins
22. Cars
23. Stomper
24. Pinball
25. Cavern
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

## COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette-50, featuring high resolution and user-defined graphics, sprites, sound and music

1. Maze Eater
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Startrek
7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
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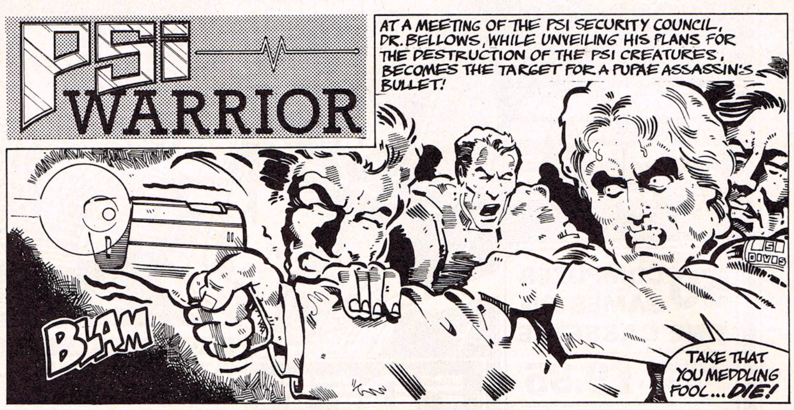
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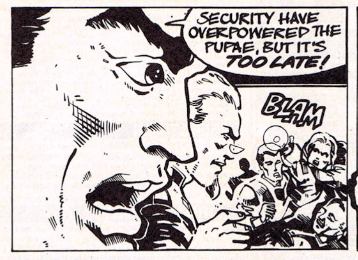
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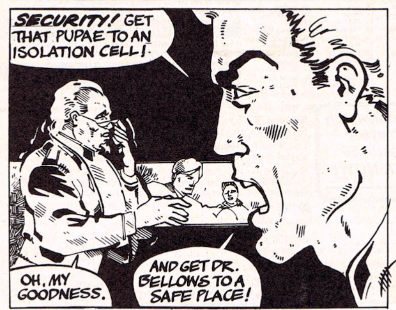


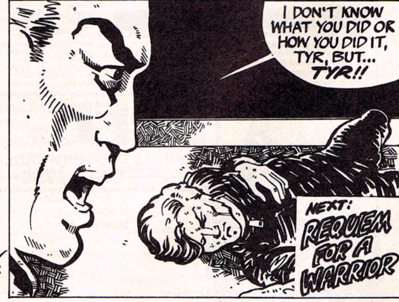









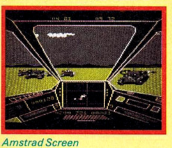



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# SKYFOX

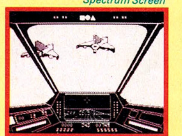
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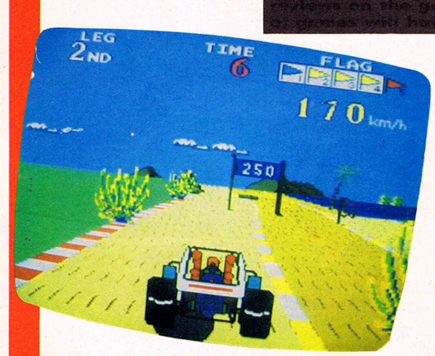
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# ★ARCAD

[redacted]




## ● BUGGY BOY

If you're a cautious driver, steer clear of *Buggy Boy*. But if you've got neves of steel, climb in, fasten your seat belt and prepare for the ride of your life.

With the gear set at low, foot on the accelerator and sweaty hands gripping the steering wheel, I waited for the sign to GO. Accelerator hard down, into top gear and I careered round the track. Careful driving doesn't enter into this race against time — it's a suicide run; at best you'll end up in the drink, at worst you can only crash. Console yourself with the fact that the buggy is very resiliant and will take a lot of knocks, unlike the fragile, highly bred Formula One creatures in *Pole Position*.

The aim to drive your buggy round an obstacle strewn course, beating the set time limit before moving into the next stage. The theme is the same as most other racing games, but *Buggy Boy* is slightly different. It's amusing for starters — split second decisions and a steady hand still count for a lot, but how can you take it seriously when you have to leap boulders and gates and run over coloured marker flags?

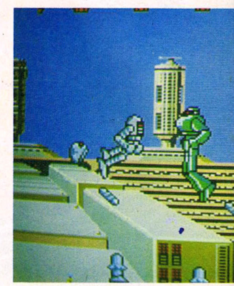
The track resembles a death trap. At some points there are so many hazards it is difficult to find a clear way through, but that's where the fun lies. To get past many obstacles you have to be able to dodge quickly and jump when necessary, changing course in mid-flight.

The marker flags are very important and are colour coded. To earn extra points, run over them in the correct order, dictated by a grid at the top of the screen. There are numerous flags of each colour so it is not a difficult task. You must also steer through gates and will pick up extra points if you successfully negotiate those with numbers on them.

To jump some obstacles use small scattered rocks to launch your car into the air by just hitting them. If you perfect your technique, you should be able to tilt the buggy and steer a narrow path on two wheels. Watch out for tunnels and bridges, especially on the second lap. You may find a rival buggy making for those at the same time, as they are only wide enough for one.

The manufacturer, Tatsumi, obviously belives in the maxim 'the bigger, the better' as *Buggy Boy* is a Goliath amongst arcade machines — larger that *TX-I* with three screens giving a massive panoramic view of your thrilling ride. Three screens are not really necessary, but the sit-down cabinet certainly beats an upright and makes you feel you're getting you money's worth.

## ● METAL CLASH



A double-jointed, kicking, punching robot is the theme of Data East's *Metal Clash*.

Imagine the scene. A space station in the background, floating over it is this weird, mad, hilarious battle between a load of Metal Mickeys.

In fact your robot — the green one — must bear a pretty healthy grudge against the silver robots. Pehaps its his rather sickly hue. Anyway, whether he's fighting to protect his planet or merely enjoys kicking the hell out of the others, he's having a whale of a time.

Clunk! Metal connects with metal and the screen is filled with fragments and sections of robot as it disintegrates. The joystick control is very easy, you can punch or kick it in a variety of directions depending on which way you're travelling but you must make contact with you opponent — whether it's a small floating droid or another robot as large as yourself.

Some of the larger species of these inhuman creatures will need several blows before they explode — that can be difficult as they'd dodge around the screen. You not only have to direct your punches but you must chase your victims over the space station. That menas keeping your chappie above ground as long as possble.

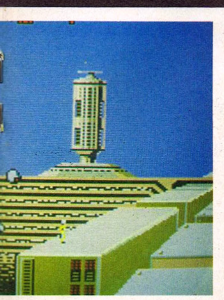
The better you do, the faster they appear until the screen looks a bit like a metal scrap merchant's yard. Watch your back, you might be fighting one battle, but passers by are not averse to aiming the odd kick in your direction, and if you recieve too many of those will literally fall to pieces. Talk about a nervous breakdown.

The two player game is more fun — a lime green robot against a rosebud pink one.

It's quite a challenge. The first person to kick his



# DE ACTION



opponent to bits is the winner, but it is no easy task and somehow more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

*Metal Clash* is a welcome change from the present craze of martial art simulations. Granted it's still hand to foot combat, but you can't really take it seriously when you see yourself dissolving into hundreds of little pieces. It's amusing and provides a light-hearted break from the rigours of more serious space battles.



## ● TANK

It's a welcome change to descend from space and, with your tank tracks planted firmly on terra firma, blast anything that moves in one of the old style arcade games. Although SNK's *Tank* is very much in the conventional mode it is nevertheless an action packed game.

Starting point is from the deck of an amphibious landing craft which leads straight onto land and into enemy territory. The war is on. You mission is to destroy the enemy HQ which is, predictably, at the end of a long, hard trek through lakes, woods and around numerous obstacles. The route is tortuous — winding round buildings, over bridges, through town and jungles and at almost every junction there lurks a possé of enemy tanks.

With guns blazing you disembark to be met by a squad of foot soldiers.

There is not much time to make strategic plans as the enemy taks are semi-intelligent, and converge upon you if you hang around for too long. However, if you hide behind the building, you can pop out, fling a few bombs in their direction, while remaining safely out of harm's way.

If you suffer too many hits and don't repair the damage, your sturdy tank starts to glow red a few seconds before it explodes.

The joystick is an eight directional knob which controls both the direction you are travelling and the direction of the gun turret which swings in a 360 degree circle. I particularly like *Tank* because of its very simplicity. It's a challenge, but most importantly, it's one of those few games which is instantly playable.







## ● CHOPLIFTER

You'd better get that trigger finger into training if you are to join an elite band of pilots on a suicidal rescue bid.

Your brief — to fly into enemy territory and pick up 32 hostages. And if that sounds simple, wait for the snag. Your chopper can carry only eight passengers. On top of that, there is the constant worry of running out of fuel — if that should happen, you're likely to topple out of the sky.

Starting point is at the heli-pad. As soon as the blades are whirring you can take off. It's a good idea to make sure of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

The controls are very simple and the chopper responds instantly to your instructions. Fly off to the left and you will immediately enter the war zone. Enemy cannons do their utmost to bring you down as you search for the first batch of hostages. In the earlier stages it is easy to bomb the ground and put those out of action before their shots reach your flying space. Later on when there are more of them, packed closer together, it becomes a bit of a headache.

Enemy aircraft also do their bit and the same rule applies in the early stages. It is easy to dodge them or bring them down in flames if you are an accurate machine gun operator and fast on the joystick.

The first prison block looks like a Red Cross outpost — very disconcerting. Knock a hole in the side for the hostages to escape and they will literally stream out waving their arms in simulated panic. Watch the enemy at this point, if the hostages are strafed by gun first you can hear them screaming — in agony? I wasn't impressed by that touch — it's a bit to realistic for fun.

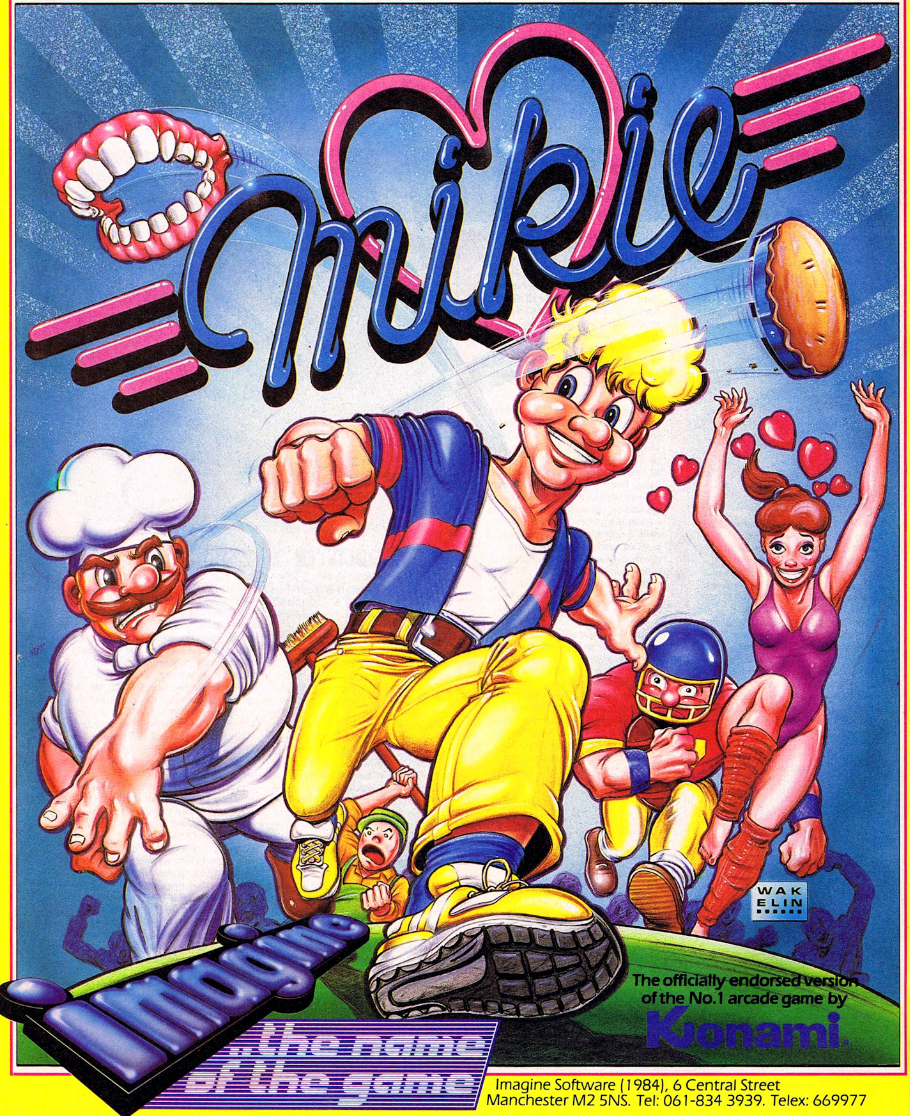
The next step is to land close by, at which point they will automatically run to the chopper and climb in. Now the journey back to the heli-pad which is every bit as hazardous as the outward trip.

As I mentioned earlier, the controls are relaistic and so is the animation, especially when the chopper turns 180 degrees to fly in the opposite direction. As it turns, you are given a head-on view and it is then that you can use your bombs. Those are most useful it is possible to hover for greater accuracy. Of course, if you hang around too long, you are likely to be blown up — a risky manoeuvre.

Further screens include rescuing people from caves and burning warships.

Sega's *Choplifter* is packed with action and is accopanied by a pacy, rousing jingle. Defintely a must, but not for the faint-hearted.

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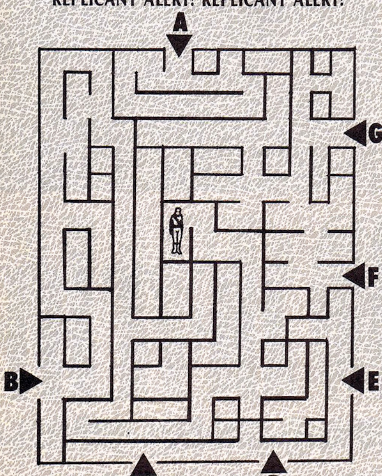
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# BLADE RUNNER

C+VG COMPETITION

REPLICANT ALERT! REPLICANT ALERT!




If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG *Bladerunner/Tau Ceti* competition.

CRL are giving away a 14inch Phillips colour TV/monitor as top prize and copies of the game to the 20 runners up of *Bladerunner* and 20 copies of *Tau Ceti*.

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in CRL's game, which is based on the Harison Ford film.

The runners up will have a choice of the *Bladerunner* game which is out on the CBM 64 or Tau Ceti on the Spectrum, a complex game combining elements of *Elite, Impossible Mission* and *3D Tank Duel*.

Right, getting tracking.

## C+VG BLADERUNNER COMPETITION

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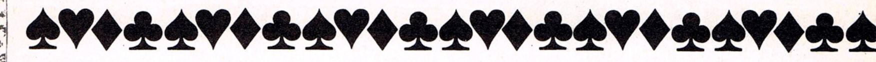
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Please tick which game you would like.

Bladerunner CBM 64 ☐ Tau Ceti Spectrum ☐

Send your entry to *Bladerunner/Tau Ceti Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.*





**For many people computers are magical objects. They are capable of fantastic feats, spellbinding illusions, dazzling tricks and powerful pieces of prestidigitation.**

**Now conjuror David Hambley has combined his talents as a magician with his self-taught computer programming skills to become what is believed to be the only magician in the world to use a home computer in a commercial magic act.**

**And the computer which co-stars in David's act is none other than the humble Spectrum.**

**So successful has the computer act been that David — nicknamed The Micro Wizard by the Magic Circle — has produced a collection of Spectrum tricks which he hopes will soon become commercially available.**

**Called *The Magic Box*, it is the result of 500 programming hours and will allow Spectrum owners to perform a one hour magic show.**

**He has also written a 40,000 word booklet to accompany the package.**

**David, 31, recently visited *C+VG's* discreet and very exclusive cabaret club situated at the back of the computer room where the glitz and the glam of the software world are frequently entertained, to give a private show of his micro magic.**

**And very impressive it is. The tricks cover Telepathy, ESP, card tricks and that old favourite where you "think of a number" and the computer knows it. Very baffling.**

David became interested in magic when he was a young lad and before long he was performing card tricks at school. At 16 he entered the Magic Circle's Young Magician of the Year competition and shortly afterwards turned semi-professional.

In August 1984 he turned fully professional. "I had to," he said, "I couldn't keep two jobs going. If I hadn't done it I might never have done and would have regretted it."

Besides his cabaret work, David has appeared on television programmes such as Pebble Mill at One, Video and Chips and the Book Programme.

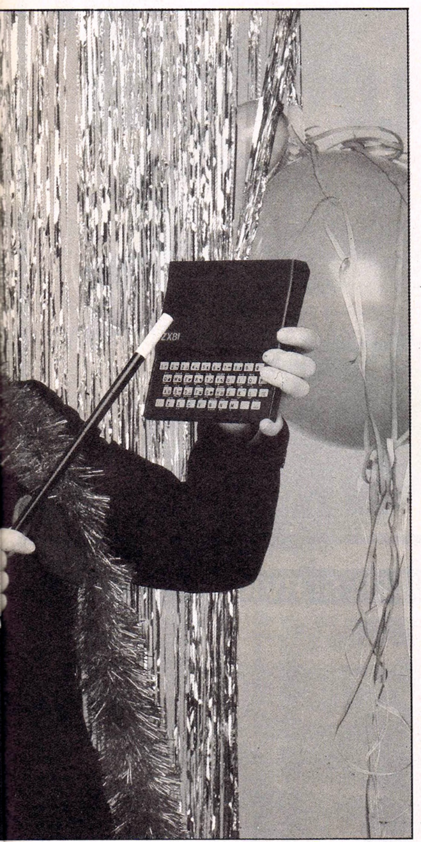
In 1982 David bought a Sinclair ZX81 to help run his business accounts and bookings.

As his self-taught programming skills developed, David hit on the idea of using the computer to perform simple tricks.

The result was that later in 1982 he published what is thought to be the world's first book on magic and the microcomputer called Computer Magic with the ZX 81. "It sold

# WIZARD OF THE






# MICRO

fairly well," said David, "but at that time it was a very limited market."

In late 1983 David won a Spectrum 48K. "I was able to upgrade the tricks, incorporate colour and high-resolution graphics."

It was about this time that David took a gamble and started using the computer on stage. "I wanted something different, something novel. I knew there was an interest in computer magic so I decided to incorporate it into the act."

Because David did all the programming himself, he was nicknamed "The Micro Wizard" by fellow members of the Magic Circle.

David is careful not to let the computer take over the act and hold centre stage.

"I don't try and make the computer the main focal point. I'm still the magician. I use it as another prop. I still have the magical knowledge. Anybody can do the trick, but can they make it entertaining.

"I want to see the use of computers grow within the magic fraternity," said David. "It's slowly getting there."

But right now magic seems to be growing in the computer fraternity. David's magical display has so far inspired an unknown member of *C+VG's* staff to try some micro magic. And if we ever find out who tried to saw a Spectrum in half and couldn't get it back together, they're fired!

## TWENTY-ONE CARD TRICK

Amaze your friends with some marvellous micro magic.

Magician David Hambley has written this version of the twenty-one card trick for the Spectrum.

Once the trick is programmed in, everything is dead easy. All you have to do is perfect your stage patter.

Three rows of cards will be displayed on the screen, all face up with seven cards in each row.

Your "victim" then has to choose one of the cards and memorise it without telling the magician. He then is asked to press key one, two or three to indicate which row the chosen card is in.

The computer then shuffles and re-deals the cards and the spectator is then asked to say which row his chosen card is now in. This repeated just once more whereupon the computer suddenly displays the card that was originally chosen.

Just like magic!

```
  10 REM THE 21 CARD TRICK
  20 CLEAR : GO SUB 490
  30 LET a$="4H AD 7C 6C 8H 3D 2
H "
  40 LET b$="KC 5H 6H JD QD 9C 7
H "
  50 LET c$="AH 2D 7D JC 9D 4C 9
H "
  60 FOR q=1 TO 3
  70 CLS : PRINT '' INK 4;"
 SIMPLY THINK OF A CARD."
  80 PRINT AT 5,5; FLASH 1; INK
2;"1"; FLASH 0;" "; INK 1;a$
  90 PRINT AT 10,5; FLASH 1; INK
 2;"2"; FLASH 0;" "; INK 1;b$
 100 PRINT AT 15,5; FLASH 1; INK
 2;"3"; FLASH 0;" "; INK 1;c$
 110 PLOT 53,144: INK 0: DRAW 16
7,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
 120 PLOT 53,104: INK 0: DRAW 16
7,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
 130 PLOT 53,64: INK 0: DRAW 167
,0: DRAW 0,-24: DRAW -167,0: DRA
W 0,24
 141 FOR z=53 TO 197 STEP 24: PL
OT z,144: DRAW 0,-24: NEXT z
 151 FOR z=53 TO 197 STEP 24: PL
OT z,104: DRAW 0,-24: NEXT z
 161 FOR z=53 TO 197 STEP 24: PL
OT z,64: DRAW 0,-24: NEXT z
 170 PRINT AT 19,5;"ENTER WHICH
ROW IT IS IN"
 180 LET z$=INKEY$
 190 IF z$="1" THEN  LET d$=b$+a
$+c$: GO TO 230
 200 IF z$="2" THEN  LET d$=a$+b
$+c$: GO TO 230
 210 IF z$="3" THEN  LET d$=b$+c
$+a$: GO TO 230
 220 GO TO 180
 230 LET a$=d$(1 TO 3)+d$(10 TO
12)+d$(19 TO 21)+d$(28 TO 30)+d$
(37 TO 39)+d$(46 TO 48)+d$(55 TO
 57)
 240 LET b$=d$(4 TO 6)+d$(13 TO
15)+d$(22 TO 24)+d$(31 TO 33)+d$
(40 TO 42)+d$(49 TO 51)+d$(58 TO
 60)
 250 LET c$=d$(7 TO 9)+d$(16 TO
18)+d$(25 TO 27)+d$(34 TO 36)+d$
(43 TO 45)+d$(52 TO 54)+d$(61 TO
 63)
 260 NEXT q
 270 CLS : LET y=10: LET x=0
 280 INK 3: LET t$=" YOUR CARD I
S....."
 290 GO SUB 360
 300 LET t$=b$(10 TO 11)
 310 PLOT 151,79: INK 0: DRAW 0,
41: DRAW 26,0: DRAW 0,-41: DRAW
-26,0
 320 FOR x=7 TO 11: PRINT  INK 2
; FLASH 1;AT x,19;"UUU": NEXT x
 330 PAUSE 50: FOR x=7 TO 11: PR
INT AT x,19;"   ": NEXT x
 340 PRINT AT 7,19; FLASH 1; INK
 1;t$;AT 9,20; INVERSE 1; INK 3;
t$;AT 11,19; INVERSE 0; INK 2;t$
 350 PRINT AT 20,0;"PRESS ANY KE
Y TO CONTINUE.": PAUSE 0: CLS :
GO TO 10
 360 REM ****************
 370 LET base=PEEK 23606+256*PEE
K 23607
 380 FOR c=1 TO LEN t$
 390 LET cde=CODE t$(c)
 400 LET address=base+8*cde
 410 FOR r=0 TO 15 STEP 2
 420 POKE USR "s"+r,PEEK address
 430 POKE USR "s"+r+1,PEEK addre
ss
 440 LET address=address+1
 450 NEXT r
 460 PRINT AT y,x+c-1;CHR$ 162;A
T y+1,x+c-1;CHR$ 163
 470 NEXT c
 480 RETURN
 490 REM ****************
 500 RESTORE 550: FOR n=1 TO 5:
READ k$
 510 FOR f=0 TO 7
 520 READ a: POKE USR k$+f,a
 530 NEXT f: NEXT n
 540 RETURN
 550 DATA "u",87,155,87,155,87,1
55,87,155
 560 DATA "h",0,0,54,62,28,8,0,0
 570 DATA "d",0,0,8,28,62,28,8,0
 580 DATA "c",0,0,28,42,62,42,8,
0
 590 DATA "s",0,0,8,28,62,54,8,0
```

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Here we present screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



## Helpful Hints

The three envelopes that must be collected are located in level three of the game.

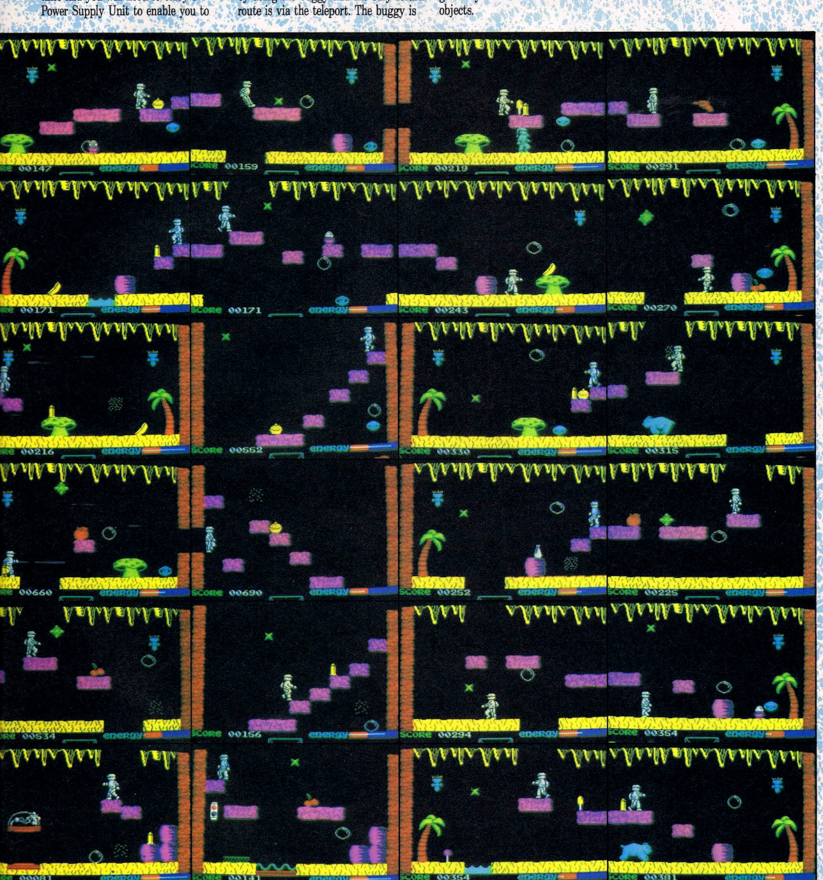
These must be collected and then returned to the Master Computer which is found in the caverns.

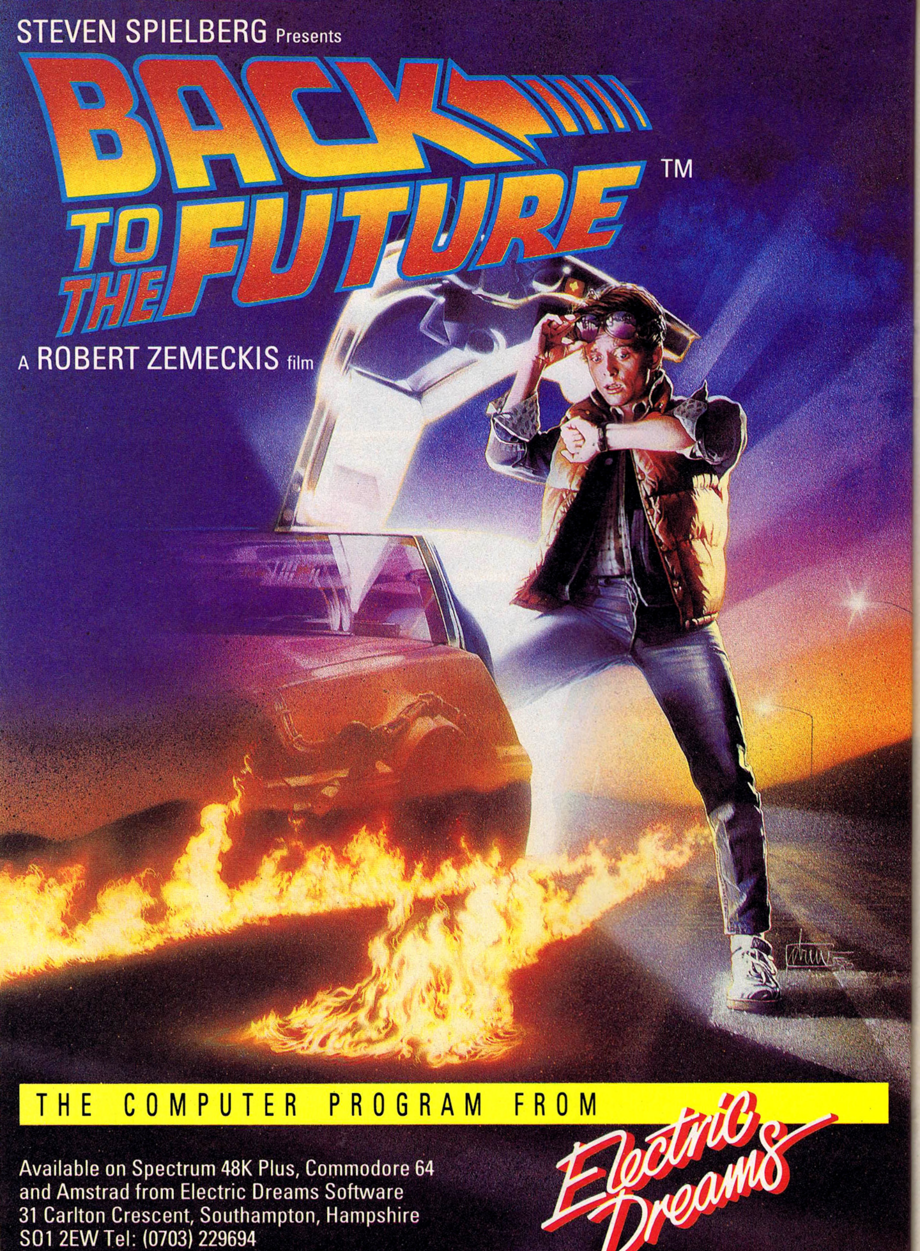
You can only carry three objects at a time and you will need to carry a Power Supply Unit to enable you to work the teleport in the Test Centre to return to the caverns. Carrying the gun is very useful and you will have to return to the Test Centre at least once more. So do not eat food recklessly, although some of it will be replaced, there will not be enough unless you are frugal.

The only route to the Test Centre is by using the buggy and the only return route is via the teleport. The buggy is situated beyond the traffic lights and the moving conveyor belt at the bottom of the caverns.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the caverns. So as not to make this map a giveaway we have removed these objects.

The gun has been dropped in a place where it is not usually found. Once you have picked up the gun, to operate it you then collect the numerous bullets which are scattered around the game. Each bullet is worth twelve shots, but once more, do not pick them all up at once.




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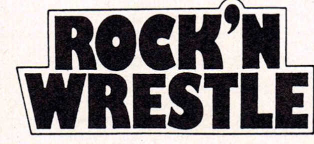
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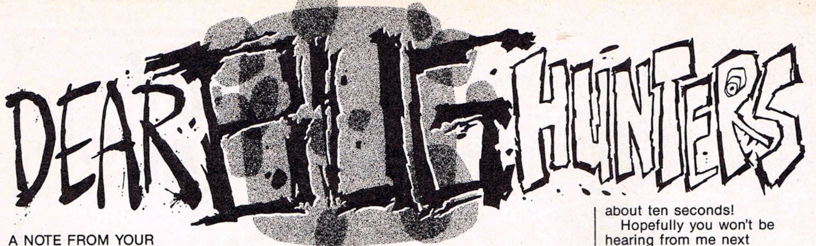
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A NOTE FROM YOUR EDITOR:
Even if he does consider himself to be an ace reporter, that wimp **Rik Link** has failed in the line of duty this month, and naturally he has been severely reprimanded.

All that I ask of him is that he obtains the info from the Bug Hunters, since they don't seem disposed to give us the information openly.

Rik really does manage to come up with the most ludicrous excuses for his failings. This month he game me some cock-and-bull story about entering the **Recreation Room** disguised as a large, bright orange beach ball. "I just rolled right on in!" he told me. Unfortunately, it would seem that all four Bug Hunters were away on some important mission at the time, and Rik had a severe case of premature deflation before they returned.

Well, I don't know whether you really believe that sort of rubbish, but the fact of the matter is, he's got nothing to report.

Never fear. Following in the footsteps of the greatest editors of our time, I bring you something equally stupendous. Well, were the truth to be known, it's a darned sight more stupendous than Rik's column.

Introducing an international element to the proceedings. I'm proud to present a super-fast TURBO LOADER for the Commodore 64 microcomputer (passed on to me by kind permission of **Big Red**). Written by Luc Pycke from Belgium, this utility will greatly increase the speed of loading, saving and verifying tape-based programs.

Having typed in the program, which includes a checksum for the mass of data to ensure that you've got everything right, just save the program to tape. Then, if run, it'll have worked correctly if you get a message telling you that: L is the new LOAD command, S is the new SAVE command, V is the new VERIFY command.

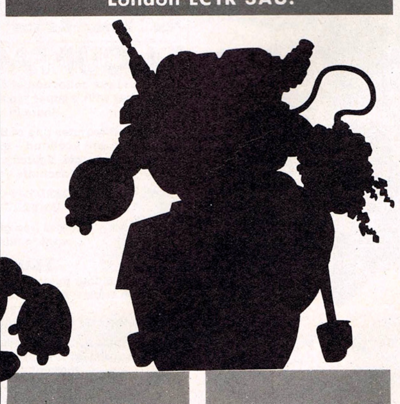
These work in exactly the same way as the normal commands, but quite remarkably faster.

For instance, if you try to LOAD and SAVE this program, it'll take about 70 seconds, using the new commands, these operations only take about ten seconds!

Hopefully you won't be hearing from me next month. Rik Link reckons he'll soon have himself free of the all-enfolding plastic ball, and assures me that he already has a new foolproof plan of infiltration. He'd better!!

```
0 REM SUPER FAST LOADER FOR THE CBM 64
1 REM BY LUC PYCKE
2 LP=0:CVG=50000:POKE646,2:POKE53280,1:P
OKE53281,1
3 PRINTCHR$(147):PRINT:PRINT"PLEASE WAIT
...":PRINT:PRINT
10 FORI=CVGTOCVG+696:READA:LP=LP+A:POKEI
,A:NEXT
20 DATA169,91,141,8,3,169,195,141,9,3,96
,32,115,0,240,4,201,95,240,3,76,231
30 DATA167,32,115,0,201,83,240,11,201,76
,240,16,201,86,240,21,76,8,175,32
40 DATA115,0,32,240,195,76,174,167,32,11
5,0,32,224,196,76,174,167,32,115,0
50 DATA32,227,196,76,174,167,0,0,0,0,0,0
,0,0,0,0,0,0,83,85,80,69,82,77,79
60 DATA78,32,54,52,13,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
70 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
80 DATA0,0,0,0,0,0,0,0,162,5,134,171,32,
212,225,162,4,181,42,149,171,202,208
90 DATA249,32,56,248,32,143,246,32,125,1
96,32,145,196,165,185,24,105,1,202
100 DATA32,177,196,162,8,185,172,0,32,17
7,196,162,6,200,192,5,234,208,242,160
110 DATA0,162,4,177,187,196,183,144,3,16
9,32,202,32,177,196,162,5,200,192,187
120 DATA208,237,169,2,133,171,32,145,196
,152,32,177,196,132,215,162,7,234,177
130 DATA172,32,177,196,162,3,230,172,208
,4,230,173,202,202,165,172,197,174
140 DATA165,173,229,175,144,231,234,165,
215,32,177,196,162,7,136,208,246,200
150 DATA132,192,88,24,169,0,141,160,2,76
,147,252,160,0,132,192,173,17,208,41
160 DATA239,141,17,208,202,208,253,136,2
08,250,120,96,160,0,169,2,32,177,196
170 DATA162,7,136,192,9,208,244,162,5,19
8,171,208,238,152,32,177,196,162,7
180 DATA136,208,247,202,202,96,133,189,6
9,215,133,215,169,8,133,163,6,189,165
190 DATA1,41,247,32,211,196,162,17,234,9
,8,32,211,196,162,14,198,163,208,233
200 DATA96,202,208,253,144,5,162,11,202,
208,253,133,1,96,162,0,44,162,1,164
210 DATA43,165,44,134,10,134,147,132,195
,133,196,32,212,225,32,253,196,32,122
220 DATA225,76,116,164,32,97,197,165,171
,201,2,240,8,201,1,208,243,165,185
230 DATA240,10,173,60,3,133,195,173,61,3
,133,196,32,80,247,32,228,255,240,251
240 DATA32,44,168,164,183,240,11,136,177
,187,217,65,3,208,206,152,208,245,132
250 DATA144,32,210,245,173,62,3,56,237,6
0,3,8,24,101,195,133,174,173,63,3,101
260 DATA196,40,237,61,3,133,175,32,118,1
97,165,189,69,215,5,144,240,4,169,255
270 DATA133,144,76,169,245,32,175,197,20
1,0,240,249,133,171,32,221,197,145
280 DATA178,200,192,192,208,246,240,45,3
2,175,197,32,221,197,196,147,208,2
290 DATA145,195,209,195,240,2,134,144,69
,215,133,215,230,195,208,2,230,196
300 DATA165,195,197,174,165,196,229,175,
144,221,32,221,197,32,125,196,200,132
310 DATA192,88,24,169,0,141,160,2,76,147
,252,32,23,248,32,125,196,132,215,169
320 DATA7,141,6,221,162,1,32,240,197,38,
189,165,189,201,2,208,245,160,9,32
330 DATA221,197,201,2,240,249,196,189,20
8,232,32,221,197,136,208,246,96,169
340 DATA8,133,163,32,240,197,38,189,234,
234,234,198,163,208,244,165,189,96
350 DATA169,16,44,13,220,240,251,173,13,
221,142,7,221,72,169,25,141,15,221
360 DATA104,74,74,96,0,255
370 IFLP<>83794THENPRINT"ERROR IN DATA!"
:STOP
380 PRINT:PRINT"_L - LOAD":PRINT"_S - SA
VE":PRINT"_V - VERIFY":PRINT
390 SYS CVG:NEW
```

**Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**



# NEWS FROM LLAMA-LLAND (Hants)

*The range of hairy software continues to grow with...*

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-game package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of ATTACK OF THE MUTANT CAMELS and a stripped-down PSYCHEDELIA - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the LLAMASOFT name and logo by ARIOLASOFT, a mutually-agreed experiment to apply ARIOLASOFT's marketing expertise to one of JEFF MINTER's individually-styled games epics-

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*********************************************************

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as MATRIX, REVENGE OF THE MUTANT CAMELS, SHEEP IN SPACE and ANCIPITAL - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -
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*********************************************************

COLOURSPACE: The COLOURSPACE software is a development of Jeff's PSYCHEDELIA programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy COLOURSPACE, creating a dazzling kaleidoscope of flowing chromatic patterns.

Great to play to music, great to play at parties!

COLOURSPACE is now available for 3 machines -

- ★ BBC - at £7.95 on tape
- ★ ATARI 8-bit (including HE130) - £7.50 on tape
- ★ ATARI ST 520 - £19.95 on 3.5" disc (with manual)

The 'ST' version is definitely a bit (in fact, 16 bits) special.. with a host of ZARJAZ effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...

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# THE SOFTWARE CHART



Hot off the presses is the latest *C + VG Gallup Software Top 30.* It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

• FEBRUARY

## TOP 30/ALL FORMATS

| • THIS MONTH | • LAST MONTH | • GAME | • MACHINE | • MANUFACTURER | • WEEKS IN CHART |
|---|---|---|---|---|---|
| 1 | — | **Commando** | SP, C64, AMS | Elite | — |
| 2 | 21 | **Elite** | SP, C64, AMS, BBC | Firebird/Acornsoft | 8 |
| 3 | — | **They Sold a Million** | SP, C64, AMS | Hit Squad | — |
| 4 | 1 | **Way of the Exploding Fist** | SP, C64, AMS | Melbourne House | 8 |
| 5 | — | **Yie Ar Kung Fu** | SP, C64 | Imagine | — |
| 6 | 7 | **Formula One Simulator** | C64 | Mastertronic | 8 |
| 7 | — | **Winter Games** | SP, C64 | US Gold | — |
| 8 | — | **Computer Hits (10)** | C64 | Beau Jolly | — |
| 9 | — | **Rambo** | SP, C64 | Ocean | — |
| 10 | 8 | **Finders Keepers** | SP | Mastertronic | 8 |
| 11 | — | **Back to Skool** | SP, C64 | Microsphere | — |
| 12 | — | **Beach-head 2** | SP, C64 | Access/US Gold | — |
| 13 | — | **Little Computer People** | SP | Activision | — |
| 14 | 17 | **Monty on the Run** | SP, C64 | Gremlin Graphics | 4 |
| 15 | — | **Tomahawk** | SP, C64 | Digital Integration | — |
| 16 | 18 | **BMX Racers** | SP, C64 | Mastertronic | 8 |
| 17 | — | **Action Biker** | SP | Mastertronic | 8 |
| 18 | 2 | **Frank Bruno's Boxing** | SP, C64 | Elite | 8 |
| 19 | — | **Arcade Hall of Fame** | SP, C64 | US Gold | — |
| 20 | — | **International Karate** | SP, C64, AMS | System 3 | — |
| 21 | — | **Fight Night** | C64 | US Gold | — |
| 22 | — | **Last V8** | SP | Mastertronic | — |
| 23 | — | **Saboteur** | SP | Durell | — |
| 24 | 3 | **D. Thompson's Super Test** | SP, C64 | Ocean | 8 |
| 25 | — | **Robin of the Wood** | BBC | Odin | — |
| 26 | — | **Gyroscope** | SP, C64 | Melbourne House | — |
| 27 | 16 | **Impossible Mission** | SP, C64 | Epyx/US Gold | 4 |
| 28 | — | **Rockman** | SP | Mastertronic | — |
| 29 | 6 | **Fighting Warrior** | SP, C64 | Melbourne House | 8 |
| 30 | — | **Vegas Jackpot** | SP | Mastertronic | — |

## AMSTRAD/TOP 10

| | |
|---|---|
| 1 | **They Sold a Million**/Hit Squad |
| 2 | **Grand Prix 3D**/Sotware I |
| 3 | **Formula 1 Simulator**/Mastertronic |
| 4 | **Finders Keepers**/Mastertronic |
| 5 | **Soul of a Robot**/Mastertronic |
| 6 | **Yie Ar Kung Fu**/Imagine |
| 7 | **Nonterraqueous**/Mastertronic |
| 8 | **Chiller**/Mastertronic |
| 9 | **Raidl**/US Gold |
| 10 | **Way of the Exploding Fist**/MH |

## SPECTRUM/TOP 10

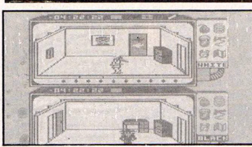
| | |
|---|---|
| 1 | **Elite**/Firebird |
| 2 | **Commando**/Elite |
| 3 | **Back to Skool**/Microsphere |
| 4 | **D. Thompson's S.T.**/Ocean |
| 5 | **Monty on the Run**/Gremlin G. |
| 6 | **Saboteur**/Durell |
| 7 | **Tomahawk**/Digital Int. |
| 8 | **Int. Karate**/System 3 |
| 9 | **Way of the Exploding Fist**/MH |
| 10 | **They Sold a Million**/Hit Squad |

## C64/TOP 10

| | |
|---|---|
| 1 | **Winter Games**/US Gold |
| 2 | **Commando**/Elite |
| 3 | **Rambo**/Ocean |
| 4 | **Last V8**/Mastertronic |
| 5 | **Little Comp. People**/Activision |
| 6 | **Fight Night**/US Gold |
| 7 | **Summer Games 2**/Epyx/US Gold |
| 8 | **They Sold a Million**/Hit Squad |
| 9 | **Who Dares Wins 2**/Alligata |
| 10 | **Monty on the Run**/Gremlin Grap. |




Frank Bruno's Boxing Number 18.

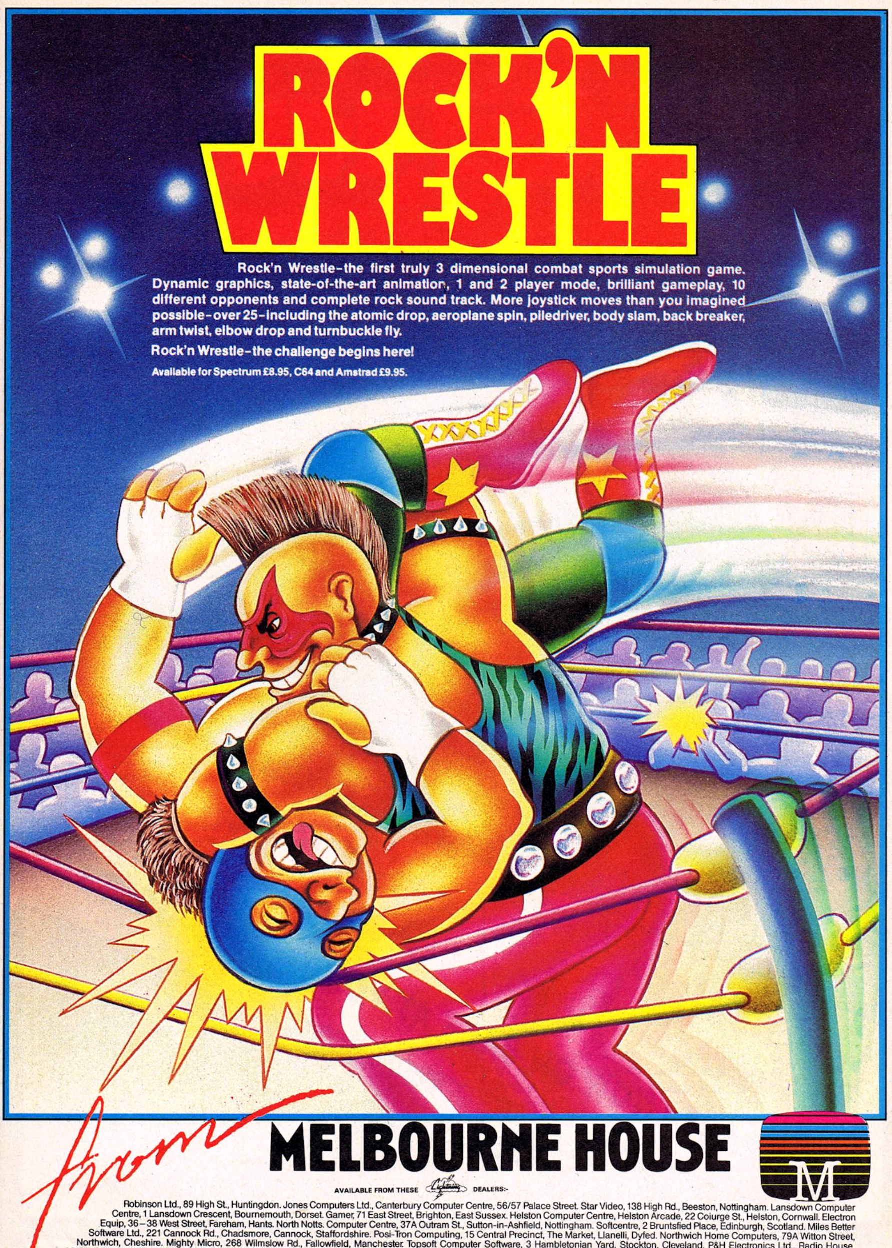


Spy vs Spy creeps upwards.

## MACHINE KEY

SP = SPECTRUM
BBC = BBC
C64 = COMMODORE 64
AT = ATARI
AMS = AMSTRAD
ELEC = ELECTRON
ENT = ENTERPRISE

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And Ocean hope to capture all the excitement of this complex sport with the release of their game Superbowl which should be hitting the shops right now.

So you don't miss out on the all-American action, *C+VG* and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum, Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of Superbowl plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game.

All you have to do to stand a chance of winning is to give the full names of the following teams.

Washington ______________________

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Dallas ______________________

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New England ______________________

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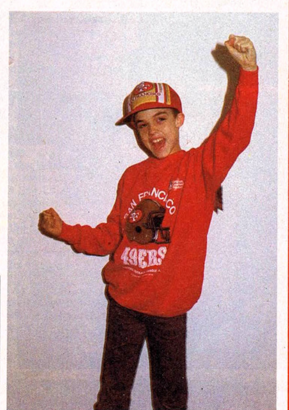
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______________________

Tick your make of computer and sweatshirt size

Spectrum ☐ Amstrad ☐ CBM 64 ☐ Small ☐

Medium ☐ Large ☐




Send your answers to Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.

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COMMODORE 64 • ATARI • SPECTRUM 48K • AMSTRAD • BBC

C+VG

# ADVENTURE NEWS

## WELCOME TO STEVE

This month we welcome an adventurer of some years' experience, Steve Donoghue, to join the Helpline team to help us cope with the ever-increasing volume of readers' letters. Steve, who lives in Sunderland, will also be contributing to the Adventure Reviews section on a regular basis.

Steve is hardly a stranger to *C+VG* readers. His name first appeared in the November 1983 issue, in connection with an apparently immovable horse in Scott Adams' **Ghost Town**.

Desperate and heart-rending letters from Steve, for help with **Ghost Town**, regularly fell upon the *C+VG doormat*.

So critical did I diagnose his condition to be, that only the most drastic treatment could be considered — I sent him my home phone number, which he used late at night when the malaise gripped him.

He was, in fact, suffering from a Lack of Locations Syndrome, about which he was later to report, in the March 1985 issue.

Steve has written reviews from time to time, and his most recent contribution to *C+VG* was a feature on mapping in the December **Book of Adventure**, in which he took a most original approach to advise readers on techniques for improving their adventure map-making skills.

## ORCSBANE

*C+VG* reader Nick Walkland was planning a new adventure 'Fanzine' called **Orcsbane** for some time and wrote to warn me about it. Before I could catch the postman and tell him to push off, he had slipped a copy through the *C+VG* letter box!

I therefore felt obliged to leaf through it in a rare moment of idleness, and my first impression was how thick it seemed for a mere 50p. I soon discovered that was because the crafty Nick had stapled one set of pages in twice!

Perhaps it was coincidence that the doubled-up pages contained a review of Adventure Clubs by 'Rob'. The *C+VG* Adventure Club comes bottom of Rob's list — '. . . this isn't worth the paper it's printed on . . . he has the best Adventure Corner in any British magazine, and the worst club effort . . .' However, Nick, the Ed., intervened to add: 'Actually, the *C+VG* Club works out for the postage only . . .' I don't know whether to feel insulted or complimented!

The first issue of **Orcsbane** contained 28 pages (32 if you count the extras!), costs 50p, and is run on a non-profitmaking basis. Containing about 10 reviews of adventure games ranging from 'getting on a bit' to 'right up to the minute', it also has its own Helpline, a number of feature articles, and a well-drawn cartoon strip featuring 'Shermlock Shomes'.

There is artwork throughout, which breaks up the fairly dense text — making it more digestible, and a zany streak of humour running through it's pages, which gives it a nice 'clubby' atmosphere.

Altogether, I was impressed. If you are interested in getting hold of the next bi-monthly-ish issue, send a 50p postal order to Nick Walkland, 84 Kendall Road, Sheffield S6 42H.

## THE DECEMBER BOOK OF ADVENTURE

Did you spot the deliberate mistakes? Deliberate? Well, er . . .

## WHERE WAS BUCKAROO?

We referred to a sneak preview of **Buckaroo Banzai** on page eight of the supplement. That was the dreaded Metcalfe's wishful thinking — space limitations prevented the preview from appearing! But to make up for it, read all about **Buckaroo** — plus a few other games that have not appeared in the UK — in this issue!

## VILLAGE OF LOST SOULS

In the review of this BBC Adventure, we omitted to mention that it is available by mail order only from the publishers, Magus, 4 Toronto Close, Durrington, Worthing, W. Sussex BN13 2TD, price £9.95 including postage and packing.

# MAIL BAG

Dear Keith,

I own a TI994/A and the new Enterprise machine. I have almost exhausted the supply of Scott Adams Adventures for the TI, and I must recommend the module **Return To Pirate's Isle**. It is great, the only one with 'stunning graphics' for the Texas.

Do you know if Adventure International are planning to convert any of Scott Adams games, especially the Questerobe series, onto the Enterprise? I have only been able to play these with Spectrum friends, and they are becoming more determined to solve them for themselves!

Enterprise adventures are not too plentiful at present, up to now I have only managed to obtain **Emerald Isle** and **Dungeon Adventure** from Level 9, which I have completed. Will you be producing reviews for the Enterprise, as I'm sure other owners would like more knowledge of adventures?

*Ian Goodsall,*
*Norwich.*

**Keith's Reply:**

**Many companies do not support a machine until a minimum number of units have been sold in the UK, in order to secure a reasonable return for the cost of conversion and initial duplication costs. To their credit, Level 9 is unique in producing very quickly, conversions of their software for almost every micro that has a significant following.**

**There are no plans at present for Enterprise versions of the Questerobe series, but obviously, if more Enterprise computers are sold, more software will start to appear for it from different sources. Watch out for Mordon's Quest in an Enterprise format. That is one not to be missed, and is available now!**

Dear Keith,

While we thank Jim Douglas for his review of our game, **Village of Lost Souls** in the December Adventure Supplement, we would like to reply to a couple of complaints he made.

Firstly, the reason for the confusion over location exits is, in fact, because he had fallen foul of one of the first traps in the game, which can have the effect he mentioned. Hint — The boots he found do not function as he thought.

Secondly, the program makes use of all the memory it can, but does not use any OS work areas. The only way we can think of a ROM interfering with play, is if it is active in the background and is relying on some Basic language storage locations.

If this is the case, perhaps Jim could let us know which ROMs he has, and we will do our best to rectify any problem they may inadvertently cause.

*Martin Moore and Glen McCauley,*
*Magus,*
*Worthing.*

**Keith's Reply:**

**Jim's Beeb is stuffed to overflowing! He has Wordwise, Graphics and Printmaster (all from Computer Concepts), Micronet, Viewdata (for bulk uploading to Prestel), Prestel (Acorn), AMX Mouse and DFS (Acorn). That's all he can think of for the moment, anyway!**

Dear Keith,

We would like to thank Paul Coppins for his excellent review of our adventure — **Project X The Micro Man** (*C+VG* November). We were pleased to see that he played the same right the way through to the end, something which many reviewers tend not to do!

We were delighted that he thought the split-screen graphics were good, but unfortunately no credit was given to the co-author of the game, Jon Lemmon, who was responsible for these.

**Project X** was written using Gilsoft's **Quill** and **Illustrator** in conjunction with a new product from Gilsoft called **The Patch**. We were able to use this prior to its launch due to the fact that we know the author Phil Wade.

We are now working on a sequel to **Project-X**, and will send you a copy as soon as it's complete.

*Jon Lemmon and Tim Kemp,*
*Compass Software,*
*Norwich.*

**Keith's Reply:**

**Ah, if we could but always play a game right to the end in time for a review! But Paul is our secret weapon, and he has most games wrapped up before the tape has had time to rewind! Looking forward to the sequel, and I hope we get the credits right next time!**

# ADVENTURE HELPLINE

**In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.**

## PLEAS FROM PLAINTIVE PLAYERS

I have been getting letters about the **Fourth Protocol**. Perhaps we made a mistake in including the review of the game in the Adventure section. Although definitely a "mind game" it can't really be described as an Adventure.

This makes it difficult to catalogue the clues to dispense to readers, and so those players who are in trouble with the game should watch **Ideas Central** for tips on the strategy to adopt.

Meanwhile, the latest pleas come from L. Bailey of Egremont in Cumbria, who wants to know how to enter CECOM's files stored at Blenheim, and from Sean Connolly of Holywell, who asks: "What is the answer to Sir Anthony's question?"

Mark Rendle of Chessington is seeking Arka the dwarf, so that he can kill him, and thus finish off **Greedy Dwarf** as well. Dwarf followers — where is he?

Philip Baydell of Westerham in Kent, is still battling **El Diablero** a year after he was recommended it by Simon. Now he can stand being driven mad no longer, and is desperate to know how to kill the coyote, where he should dip the twig, where the beetles are, and how to get into the chasm after getting the skull. Now I see why Simon left in such a hurry.....!

"Tell Catface of Bexley he isn't paranoid," says Ruth Bingham. She has the same problem as him, in Arthurian **Eureka**, and is wondering if she might be able to use the cloak at the marsh.

"A person as omnipotent as your god-like self obviously has very important things to do, like making sure the sun rises in the morning etc.", *Hello, wait for it.* "But if you could find a nano-second or three to help one of your more worshipful and less intelligent subjects I will perform an extra special sacrifice to your all-powerful self. How do I survive the system of caves in the abysmal **Invincible Island**?" writes Mark Hardwidge of Tonypandy. "If I can find the cat, I will perform the sacrifice, although the fur still hasn't grown back since last time, you know!" he adds, in the worst possible taste.

Jason Nicholls has 100,000 things he would like to say when the genie says to him: "What is your wish, master?" But he doesn't know which one he should choose for his reply! He is in **The Magic Mountain**, where else?

James Smith was stuck up the loft in **Terrormolinos**, unable to escape. A silly problem this. An example of poorly thought out commands. What James needed was the word DOWN STEPS — a sentence without a verb, and a disgrace to any game that calls itself an Adventure. That's why I decided to answer James' problem "in the clear".

Can anyone tell Stuart Elflett (see News from Afar) where to find the Red Jewel in **Ring of Power**?

John Macciocci's main mission in life at present, is the electrifying **Mission 1**. He's having trouble with the ventilation shaft to the first floor, which he cannot escape without a severe dose of electrocution.

Another electrical problem is a fence, and this time the came is **Upper Gumtree**. How can Steve King of Poole get Wally's gloves and turn the fence off? Steve adds that he cannot get any help from the Gypsy, despite crossing her palm with silver and giving her a teacup. "I find Upper Gumtree a very good game, but have never seen it mentioned anywhere," writes Steve. Look up the April 85 issue, Steve, and you'll find the review! Where have you been?

Richard Greenwood of Stockport has got a few riddles that are making **Riddler's Den** live up to its name! He thinks that the plinth and the mouthwash will help him to get past the fallen gargoyle with the sore throat. To this end, he seeks advice on how to get the plinth and the red dragon.

A problem of a different sort comes from Ann Roest. Recently retired, she seeks not only the whereabouts of the mouse in **Sphinx**, but also adventure freaks in the Chalfont St. Peter area of Buckinghamshire! Write to me c/o the Helpline, and I will pass your letters on to Ann.

Just while he was trying to get the Aramaic phrase book, a tree fell on Toby Blake's head.

He tried his hand at getting hold of the jester's hat, only to find himself frizzled into a pile of bath salts!

Of course, he was playing **Quest for the Holy Grail**, and this dotty game is sending him potty! Who can help him with a translation and a laugh?

## NEWS FROM AFAR

The "points bug" in **Castle of Terror** has a counterpart in **Pub Quest**, so writes Stuart Elflett from Toogoolawah. In case you're not quite sure, Toogoolawah is, of course, in Australia. "Keep moving west then east, and your score will climb," says Stuart!

Stuart runs an Adventure Club Newsletter in his native Queensland, with the help of Jamie Osborne of Western Australia, and he sent me a copy. With its own Helpline, the top adventures for unsolved problems down under at the moment are: Thermonuclear Wargames, Asylum, Hulk, Valkyrie 17, and Institute. Asylum comes in for a full page in Australian Commodore Review, in the form of a letter of tips and questions, sent in by Stuart.

From Italy I was sent two pages from VIDEO GIOCHI (Video Games) headed "L'AVVENTURA — La "pagina amica" per tutti gli avventurieri elettronici," which means the "friendly page" for all electronic adventurers. Giancarlo Fantechi of Como explains how the pages are laid out. There is a review, **Wishbringer** from Infocom, a list of "super-adventurers" — a sort of Hall of Fame, a selection of readers adventure problems, and hints.

It's all very like our own adventure scene.

The current games troubling readers are similar, too, featuring Zork, Aztec Tomb, Golden Baton, Planetfall, and Zim Sala Bim.

But there is one section that intrigued me: Piccolo dizionario dei sinonimi. This is a list of English verbs commonly used in Adventure games, with their Italian infinitives, followed by a list of English synonyms.

So that's how they do it!

## T-SHIRT ROLL OF HONOUR

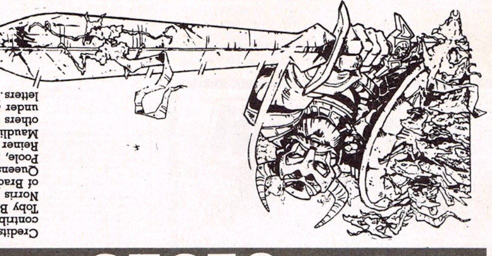
T-shirts for interesting letters and extra-helpful hints, go to: Mark Renshaw of St. Helens, Robert Arnold of Whitchurch, Bryn Lucus of Colchester, Ann Roest of Chalfont St. Peter, and Giancarlo Fantechi of Como, Italy.

**HELP!**
**Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

# ADVENTURE

## CLUES

Credits this month for contributing to the clues, from Toby Blake of Inverness, Tony Norris of Woking, Jason Nicholls of Bradford, Stuart Elflett of Queensland, Steve King of Poole, Bryn Lucas of Colchester, Reiner Wald of Bonn, Alan Maudlin of Peterborough, and others whose names got buried under a pile of readers letters.....!



### HAMPSTEAD:

You need the lathe retaining bracket from the industrial estate, before getting on the train.

### SHERLOCK:

Code for the ripped note:
A=I B=N E=U F=M G=D H=E
I=V K=S L=O M=K N=A P=G
Q=D R=B S=H T=R U=T V=W
W=L X=P Y=P.
Code for the singed note:
A=M C=R D=B G=D I=O
K=T L=W O=P P=L R=U S=A
U=E W=S X=N Y=T Z=Y, and
then read it backwards!

### JEWELS OF BABYLON:

Unlock and open the door with the key. It's at the dead end, S and W of the pit. Be shadowed to canyon by crab, then shout! Then check north of rockpool.

### VALKYRIE 17:

The key to Room 20 is hidden in a handbag.

### MESSAGE FROM ANDROMEDA:

Cut the ropes to free the skeleton, for missiles to defeat the scaly thing. Wear gloves, get fungus — goodbye slug!

### PUB QUEST:

Say something to get past the tramp.

### ASYLUM 2 (TRS-80):

In the circular passageway is a wall that can be chopped down. After hacking the electrician to pieces and getting the fuse, try and kill the hypochondriac. Close all the doors, ten on each side, using the silver card, to get a present from the footsteps.

### BORED OF THE RINGS:

You need to summon help to escape from the willow!

### ZIM SALA BIM:

Check the Sultan's jacket to sleep in Sultan style,
Look at Sultan's fireplace to escape with treasure pile.

### EUREKA ARTHURIAN:

To purchase a boat, take statuette from banquet hall, and have a good feast, but don't go upstairs!

### FANTASIA DIAMOND:

Go and open the iron door, and get Boris to kill the guardian for you, or use his gun to do the deed yourself.

### CASTLE OF TERROR:

Get a spear and have a break,
To find the Drac's heart-piercing stake.

# GOOD BYTE

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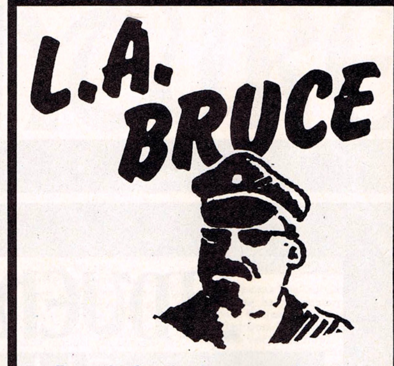
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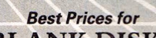

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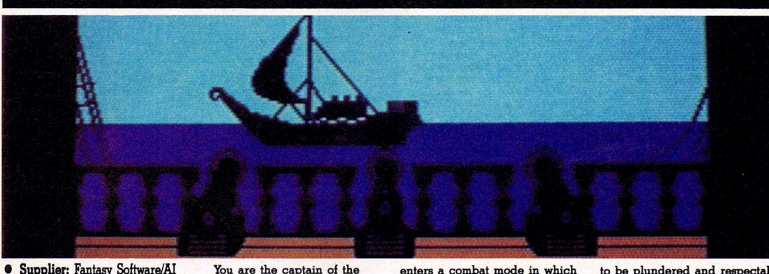
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# ADVENTURE

## REVIEWS/1

## SEAS OF BLOOD



- **Supplier:** Fantasy Software/AI
- **Machine:** Commodore 64, Spectrum 48k, Amstrad
- **Price:** £9.95

Written by Mike Woodroffe and Brian Howarth, and based on the Fighting Fantasy series of books by Steve Jackson and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International.

AI's Adventure System, using split screen text and in-memory graphics, is now familiar to many adventurers. It was used to create **Gremlins** and **Robin of Sherwood**, as well as the UK conversions of Scott Adams' games. It is slick and fast, providing an attractive framework upon which to build an adventure story, and stands up well in this new series.

You are the captain of the pirate vessel Banshee, and for a successful voyage you must return 20 treasures to the top of a mountain at the southern end of the Inland Sea. The sea is a seven by thirty grid, and the ship can be sailed by the commands SAIL (direction).

You can leave the ship to go pillaging on land — should you sight it! Mind you, on land you may not find the plundering too straightforward, for as well as some typical adventure problems, you are likely to meet some stubborn resistance from natives, ghoulies, and ghosties. Some of these attack, rather to my disappointment, zapped me right out of the game without warning. I suppose I should have known better than to annoy them!

During a fight, the program enters a combat mode in which the lower half of the screen depicts two dice and displays and updates the relative skill and stamina of the opponents, giving a commentary on the details of the battle. When on land the adventurer can chicken out and run, by hitting X, but at sea the fight must go on to the bitter end. During the many times I played the game luck was nearly always on my side. I am told there is worse to come, so perhaps it wasn't luck, but intended. However, I have never found computer 'fights' based on random numbers particularly credible, so I looked upon a fight as a somewhat risky way to obtain a treasure or find a hidden exit.

Sailing the seas can be interesting, for as well as finding land to explore, there are wrecks to be plundered and respectable ships to be burned and looted, not to mention skirmishes with other ships.

But all is not looting, pillaging and plundering — there are some real problems as well! What do the sea Sprites want? What's the best way to defeat a zombie? Aha, and there's 'the traditional red-herring in there somewhere, too' Mike Woodroffe told me!

All this combines with excellent graphics to make a very good adventure, easy enough to get into — but it's not so simple to tie things up on the mountain top!

**Keith Campbell**

| | |
|---|---|
| ● Vocabulary | 8 |
| ● Atmosphere | 8 |
| ● Personal | 8 |

## WINNIE THE POOH

- **Supplier:** US Gold/Sierra
- **Machine:** Commodore 64, Disk
- **Price:** £14.95

Unashamedly a game for kiddies, **Winnie the Pooh** is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them.

Become their hero, by returning all the objects, and have Christopher Robin and his friends throw a party in your honour!

Pooh starts in the company of Teddy and a pile of bricks in Christopher Robin's playroom, after a short title screen to the accompaniment of the well-known Winnie the Pooh tune. A novel feature is hidden in the toy box, for inside is a disk, and it is here to where the player must return to save the game position.

Once in the woods, when you meet up with one of the characters, you are given a clue about what object he wants. For example, Mrs. Kanga is neat and tidy, so if you come across a broom . . . And there's her son Roo, who loves playing in his sandpit.

When the correct object is dropped by the appropriate character, the player is rewarded with a little tune. However, the objects change from game to game, making this a game that can be played over and over, without being an exact repitition.

There are hazards too. If Tigger gets hold of you, he will bounce you to a random location. Sometimes the wind blows, (you can hear it) and scatters all the remaining objects to different locations. On other occasions, a mist comes down and you lose your sense of direction.

This is a very easy game for youngsters to play. After short text narratives, the player is given a number of options and suggestions about what to do next.

At the successful conclusion of the quest, Christopher Robin invites the player to his party — but the location has to be discovered! It is worth it, too, for here is a picture that is a joy to behold, and a tune to congratulate the junior adventurer.

The graphics are excellent, quick to load and draw (especially for a Commodore), full of colour, and in a cartoony style worthy of the Disney name on the label. Altogether, a game to be highly recommended for younger children not yet into full-blown adventure games.

**Keith Campbell**

| | |
|---|---|
| ● Vocabulary | N/A |
| ● Atmosphere | 8 |
| ● Personal | 10 |

# SOULS OF DARKON

- **Supplier:** Taskset
- **Machine:** Amstrad, Commodore 64, Spectrum
- **Price:** £7.95, cassette

The brief backgound story to this game is rather ludicrous, for you are cast as a bionic warrior on the planet Megron, laid waste by the evil Darkon. With nothing but a faithful robot watching over you, you are presumably (for it doesn't say as much) sent to find and overthrow Darkon.

The environment in which you find yourself will pass for good old mother Earth anyday, with trees and mushrooms, not to mention a log hut complete with woodman, the remains of a brewery, a blacksmiths, and the odd fountain and monument here and there.

The game takes a bit of getting used to, as the text is so horribly gothic that it is almost indecipherable at first.

The screen has an unusual layout, the top half describing the location in a narrative sort of way, with a picture below it to the left. The computer's replies are shown to the right of the picture, whilst the player's commands are entered at the bottom of the screen.

Since the descriptions are narrative, it is necessary to type LOOK for a list of exits and objects. There are three facilities for HELP. One is to simply type the word, but more often than not you will be referred to the other two methods: LEGEND and VOCAB. The latter is simply a list of the valid words, whilst LEGEND may tell you a bit about the background of the location.

The graphics are a let-down, consisting of blue line-drawings on a green background, but they are fast, and they do serve to identify where you are without the necessity of having to struggle through the location text.

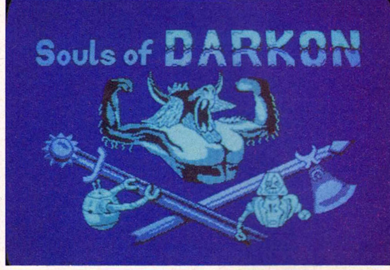
There are a couple of characters to be found early in the game — a toiling woodman, and a guide. Both seem rather wooden, for I have not found a way to make them listen yet, let along engage in a useful conversation, despite paying the guide for a service — he just accepts the money and then continues to ignore me! Perhaps I am using the rather limited vocab in the wrong way.

There seems to be a glitch or two with the replies, as when having typed GO OUT to leave the hut, the 'narrative location' text told me I was hovering over a swamp, yet the picture showed I had remained in the hut, a fact confirmed by the subsequent reply to typing LOOK. One or two other strange messages appeared from time to time, as well.

For all that, the game is quite a good one when you get used to it.

**Keith Campbell**

| | |
|---|---|
| Vocabulary | 6 |
| Atmosphere | 7 |
| Personal | 6 |




# BUCKAROO BANZAI

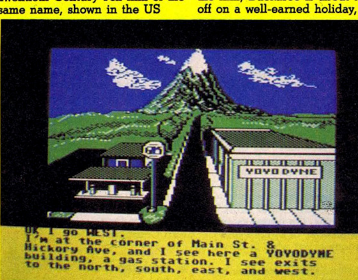
**Over the next few months, I will be bringing you previews of some games that are being enjoyed by Adventurers in faraway places.**

The revelation that a Scott Adams game named **Buckaroo Banzai** has been on release in the US for some 18 months, yet not seen over here, will no doubt have Scott's European fans drooling in anticipation, and posibly somewhat hurt that they haven't been privy to this secret.

**Buckaroo Banzai** is a strange title, you might think. However, it is based on the exploits of the hero of a Twentieth Century Fox film of the same name, shown in the US during 1984, but not yet released in the UK.

Buckaroo, half American, half Japanese, is a brilliant ex-neurosurgeon, who discovers a dimension passage through space with the aid of his jet-car, a vehicle able to travel through solid matter. Using his amazing car, he comes across the Lectroids — a race of aliens who threaten the entire world.

Disposing of this menace in the film, Buckaroo is about to set off on a well-earned holiday, only to have his plans disrupted. Before they left, the Lectroids planted a nuclear device deep inside the Kyn mountain in Arizona. Any attempt to disable it will result in its detonation.




Telephone communication has been cut in the ensuing mass panic and evacuation of the area. The President charges Buckaroo with the task of saving Arizona. "Buckaroo, I want you to. . ." And this is where you take over — the adventure now starts.

From the Yoyodyne office in Trantham, just by the Kyn mountain, you set out to see what's what. On a parking lot by the mountain rests your jet car, but with no fuel or battery. A deserted gas station yields a battery — but it is flat! A supermarket holds a few useful objects, as does a shack on a deserted road.

Scott is fond of the shack as a location, have you noticed? First there was the grass shack in **Pirate**, followed by the all-important Radio Shack (surely a double entendre for TRS-80 owners?) in **Ghost Town**. Next, chronologically, is the **Buckaroo** shack, making three, but Scott's shack makes yet another comback in **Questprobe Three**, right next to the tar-pit

Back with Buckaroo, his first problem seems to be to get the jet-car working. All the items seem to be there — but how do you fit them together?

Meanwhile, on a different tack, a spot of digging must be called for — Buckaroo has come across a spade. Here is an utterly unexpected and quite original digging problem, accompanied by equally impressive animated graphics.

The version of **BB** that I played was in Sagaplus format on a Commodore 64 disc, available at present only in the States. Will it be seen over here? I spoke to Mike Woodroffe of Adventure International UK. "We're waiting for the film," he explained. "It's sitting over here in cans, waiting for Thorn-EMI to release it!"

However, there are some doubts about the future of **BB** in the UK. I asked Scott how the film was received in the US. "It was released during the '84 Olympics," he explained. "Everyone was either watching the games, or getting out of doors to enjoy the good weather. They weren't going to the movies! But it did develop a sort of cult following, rather like *Rocky Horror*."

Personally, Scott admitted he saw it three times before he began to understand it.

So will we be seeing **Buckaroo Banzai**, the adventure, in the UK? As things stand, that is entirely in the hands of the film distributors.

**Keith Campbell**

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# ADVENTURE

## REVIEWS/3

## WORM IN PARADISE

- **Supplier:** Level 9
- **Machine:** All formats
- **Price:** £9.95

With **Worm** ends the saga of the colonists of Eridani, which started with their journey in the **Snowball**, led by Kim Kimberley. After her survival in **Return to Eden**, the plant has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a benevolent right wing bureacracy in which there are no taxes, government revenue being raised by fines and health charges. If the general idea sounds familiar, then remember it is ruled by a woman, The Third Kim. Whilst no 'right-thinking' person would consider challenging the system, there is a thinking minority who dislikes it, and are branded 'potential socialists'.

The adventure starts in a garden, with beautiful lawns and full of fragrant flowers. Its walls, festooned with roses and other climbing plants, are seemingly unclimbable. An ever-growing worm might lead you out if you succumb to the temptation, but it will not take you far, and one way or another, Reveline will bring you to your senses, and you will find yourself in the city of Enoch.

Exploration of the city brings you to places like the museum, casino, theme park, and dozens more.

Questions gradually form, and produce a feeling of unease — that all is not well in the ultimate of civilisations. Questions, but no real problems bar your passage through the city. But if you are the nosey type — eventually something will click, and (if you were sensible enough to play it) memories from **Snowball** will come flooding back. Then the problem is there, in the form of a puzzle — crack it and you may be on your way to the seat of power, to save the world.

**Worm in Paradise** is the first product of Level 9's new adventure system, and certainly in the presentation of text it is reminiscent of Interlogic, and Infocom system. **Worm** has a vocabulary of over 1000 words plus many abbreviations, yet this is all in memory! The range of commands understood is very flexible; full sentence and multiple complex commands are accepted, such as EXAMINE ALL BUT THE TATTOO. When I first tried EXAMINE EVERYTHING I got a list which included descriptions of objects I hadn't even discovered!

The Silicon Dream trilogy is now complete, having spanned the evolution of Level 9's Adventure System from the original 2-work input, text only format in **Snowball**, through the introduction of graphics in **Return to Eden**, to this smooth and flexible new form of presentation.

Here is science-fiction-based political saga which you can just sit back and enjoy, or, if you prefer, involve yourself at a more challenging level in an attempt to reach the seat of power and save the world. Play it either way — I'm sure you'll agree it's superb!

**Keith Campbell**

- Vocabulary 9
- Atmosphere 10
- Personal 9

## SNOW QUEEN

- **Supplier:** St Bride's
- **Machine:** Spectrum 48k
- **Price:** £8.95

Elation was not exactly my mood while this game based on the story by Hans Christian Andersen was loading, and a further blow was dealt by the appearance of a rhyme on the screen. It's all too ghastly to repeat, but it does give a brief idea of what the story is all about.

For those of you who don't already know it, I'll outline the plot. You play the role of Gerda, the female half of the supposedly inseparable pair of Gerda and Kay, two frightfully nice kids. A decidedly freaky goblin had a fiendish idea — he made a mirror which made everything look horrible, except things that were already ugly, which it made appealing.

The mirror shatters, and two fragments become lodged in Kay's eye and heart. Kay becomes more obnoxious, and goes out to play with the big boys of the village. Suddenly, in a jolly large blizzard, Queeny appears, grabs Kay, and whisks him off to her pad in the mountains.

As Gerda, your daunting task in the adventure is to rescue your pal from the clutches of this icy dame, even though she may not be all that keen to be rescued! Well, despite being cast as a female, it doesn't sound too bad, does it? And in fact, it is quite pleasant to play.

There are some pretty standard puzzles, most of which involve doing 'the proper thing' — ie returning a lost purse to its correct owner. A bug of sorts lurks in this area; once you have returned the purse, the owner is perfectly happy to reward you, only to repeat cries of "Oh, now where can it be?" the next time you return!

The game is in two parts, making a total of 64k, and Part two begins as you make your way towards the Ice Palace.

**The Snow Queen** probably won't achieve such chart success as a blood and guts adventure, and many gamers will no doubt find the story idea rather repulsive.

**Jim Douglas**

- Vocabulary 7
- Atmosphere 8
- Personal 6

## BOOKS

- **THE SPECTRUM ADVENTURER**
- **Mike Gerrard**
- **Duckworth £3.95**

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know you only have to toddle along to W H Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement felt by a player who finally cracks a game himself, knowing that people who have finished it are two a penny, having bought the whole solution.

On the other hand, I suppose people who have been genuinely frustrated for many months, do have a right to know the answers to the mysteries for which they have paid, and so to be put out of their misery.

From the point of view of the author and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long while.

In **The Spectrum Adventurer**, Mike Gerrard provides 100% solutions, including complete maps, for four games: **Valhalla**, **Snowball**, **Twin Kingdom Valley** and **Urban Upstart**. For the latter three, the solutions are arranged as an index of problems, which are then looked up in the text that follows. **Valhalla** is presented in a slightly different format, with a fairly long introduction on the strategy to adopt, followed by a commented list of locations. All the maps appear as appendices at the back of the book.

As one would expect with Mike's name on the front cover, the book is impeccably written in an easy style, and represents good value to anyone who is irretrievably stuck in even one of the four games. If you are just mulling over a sticky problem though, my experience is that a full solution to hand is too much of a temptation, and even the most determined adventurer will make the feeblest excuses to himself to look up something that is temporarily stopping progress!

Still, I suppose it would make my life a bit easier.....

**Keith Campbell**

**Because of their complexity, Adventure programs are not easy to write. To do so, one must be very conversant with one's chosen programming language, be it Basic or Assembler, since the program carries out complex string operations to convert the player's English command into a machine usable form.**

**Most Adventure software houses and authors, perfectly capable of producing a machine code program, have their own Adventure System, enabling them to speed up the production of the finished game once the plot has been defined.**

**Here, Keith Campbell takes a look at two new utilities recently released for the Amstrad.**

# ADVENTURE CREATORS

## THE GRAPHIC ADVENTURE CREATOR

- **Incentive Software**
- **Amstrad CPC464, 664, 6128**
- **Cassette £22.95; Disk £24.95**

Written by 19-year-old Sean Ellis, an undergraduate in Cybernetics and Computer Science at Reading University, this is a very clever and user-friendly piece of software.

Operation of the program is from a main menu, with separate options for the entry of verbs, nouns, adverbs, objects, room descriptions and messages, as well as three levels of conditions and graphics.

Entry of the vocabulary is simplicity itself — the user just types in each word, preceded by its reference number, on a line at the base of the screen, and presses ENTER. The number and word supplied are then inserted in alphabetical order into a list filling the major part of the screen above.

An arrow is positioned halfway down the list, pointing to the entry which will be made available to edit if ENTER is pressed with no text in the input field. The up and down cursor control keys are used to scroll the list against the arrow to effect the selection.

Room, objects, messages and conditions, have a slightly different form of entry. The user is prompted for the entry number, and then, in turn, the various parameters associated with it. With objects, for example, the description is first displayed. This can be edited if it exists, or will be added if it is a new one. On pressing ENTER, the room number in which the object is to start is shown, and this is followed by its weight.

Validation is carried out on the data as it is entered. For example, when you add a new room, for example, you are asked the connections, and must enter the direction followed by the destination. If the direction has not already been supplied, the checking prevents this from being entered, and a message tells you why.

This error message, when I first encountered it, led me to the horrific discovery that the direction must be entered on the VERB list! Thus to go east, if an allowable abbreviation is to be E, then E must be included as a verb. I also concluded that the verb list, or at least a verb to be used elsewhere, must be entered first, a point that I was unable to spot in my pre-publication copy of the manual.

There is a way round this problem, however. Should the player be allowed to be long-winded and type GO EAST, those words must be included on the verb and noun lists respectively, and the resulting movement must be entered as a condition in the 'local' condition list applying to a specific room.

There are three levels of condition: Local, applying to a specific location; Low Priority; and High Priority. These are entered in a form resembling a high-level computer language: IF (VERB 6 AND NOUN 1 AND CARR 5) DROP 5 OKAY END and IF (VERB 14 AND NOUN 1 AND AVAI 5) 1 SWAP 5 CTR 0 + 20 CSET 0 MESS 15 SET 2 WAIT END

Not difficult, but there are keywords and a syntax here which must be learned if the utility is to be used effectively. To build up a plot, there are 255 markers and 127 counters available for use in the condition lists.

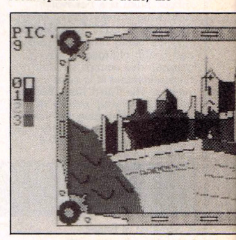
Having entered a lot of data, it is essential to be able to keep track of it all, so as to be able to compare the numbers assigned to the various words, objects, rooms, and so on. Although these can be viewed from the editor, it would be impossible to fit them all on the screen at once. This is where the PRINT option comes in handy, enabling any of the lists, including reference numbers, to be put out on an Amstrad printer. This allows a careful study of everything that has been entered, and saves the user having to keep a careful hand-written list of everything as he enters it.

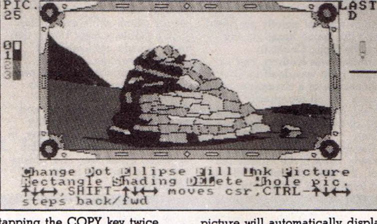
Perhaps the most striking feature of this utility is the graphics option, which is a joy to use. Straight lines can be drawn by simply pressing the COPY key once, and moving the cursor using the arrow keys. The resulting line will be a straight one from the start position to the current cursor position — in other words, it will not turn through an angle. Where a change of direction is required, tapping the COPY key twice effectively breaks the current line and starts a new one.

A 'pen' to the right of the window moves up and down, indicating by contact with the 'paper' beneath it, whether DRAW is on or off.

A choice of four colours is offered, and any four can be selected, with shades of combinations of any two of those four also available. An area enclosed by lines is filled with colour by first selecting the colour or shade required, positioning the cursor inside the area, and then pressing F to FILL. This may have to be repeated a few times with the cursor in different positions, but it is a quick process. There is also a facility to superimpose one picture upon another, and this can be used to very quickly build up a series of different pictures using picture 'modules' already created.

Pictures are thus very easy to create, and each is associated with a room number, using the room option. Once done, the picture will automatically display when the player enters that location, and it is very fast in doing so.




For those wishing to create a text-only adventure, the provision of graphics is optional, and to protect the sensibilities of the text-adventure player faced with a graphics adventure, when running the game, the player has the ability to switch the graphics off and on.

The game can be fully played from within the Adventure Creator, and an appropriate message will be displayed when an error is encountered, to help

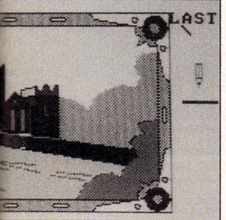
# ADVENTURE

## GENESIS

debugging. As a further aid to testing, play can be interrupted to view a diagnostics screen showing the state of all the user's flags — the markets and counters. After viewing these, the game may be continued from the point at which it was left.

When complete, the game created can be saved to disk or tape, and the saved version will run independently from the utility.

You will need to study the




manual carefully and play about with the Creator quite a bit before you sit down and write an Adventure for real. Worth it, though, for once mastered, this seems to me to have the flexibility to meet most plot requirements you are likely to dream up. It is easy to learn and use, and provides a very slick method for entering and editing data.

I put it way ahead of the **Quill**.

- **CRL Group PLC**
- **Amstrad CPC 464/664**
- **£9.95**

The Genesis Adventure Creation System consists of a suite of three programs. TEXTURE is the text editor, the business part of the package, in which the adventure is created. DEPICTER is the graphics and sound creator. CLONER is the module used to save the adventure created on to tape and in a playable form.

The Text editor is operated from a series of menus, which always occupy the top half of the screen . The menus are displayed in a box to the left, to the right, memory usage is constantly monitored. The lower half of the screen is the input/edit area. Upon selecting one of the options from the main menu, a sub-menu replaces it without the screen completely clearning. Where there are further sub-menus, the same process continues. Input of vocabulary, object and location data, etc., is carried out in the lower half of the screen as the appropriate prompts appear.

Despite trying hard, after some five hours spent reading the manual and experimenting by inputting location and object details, I was nowhere near to understanding how the utility is supposed to be used to create an adventure, let alone have the beginnings of one up and running.

The main menu screen is displayed in 80 character mode, and is none too easy on the eyes. Presented in unfriendly words whose meaning is not very obvious, the option headings and prompts are not at all helpful, with choices such as: Obj.Status list, and Def.Objects. If in doubt, it is usually helpful to consult the manual.

Unfortunately, the manual does not make easy reading either — the size of the text is microscopic. After borrowing my grannie's specs, I just about managed to read it, but was disappointed with what I saw. It is not very well ordered, and starts off with generalised examples before getting properly to grips with the subject — if it ever does. I always find it easier to use a program if there is a concise list of instructions, with an example or two, rather than a lot of verbose technical waffle.

Turning to the Texture Options Reference Section, I started by trying to enter my first object. In addition to a reference number, I was dismayed to discover that I had to give it a name quite separate from the actual description of the object to appear in the game. Every time I tried to go back on a previous object, I seemed to get the message telling me that this was a new entry, and asking me to confirm it. 'Bytes used' started to be registered, but other than that, the object seemed lost forever, as I exited the option with no confirmation or comment. My input had either been soaked up, or ignored — I wasn't sure which.

Associated with the object definition option is an object status option. On selecting that, I was asked for a name for the status! Nowhere could I find any guidance as to what on earth I should be putting in for either this or the status itself.

Things seem incredibly complex for a utility that is supposed to make adventure creation easier than programming! For example, the ACTION for a TAKE command is entered as:

```
CALL <30>:
(OBST(CARRIABLE,OB1)=01
MSG<17,1> FINISH:
(OBLC(OB1) PLOC1) MSG<9,1>
FINISH:
(OBST(CARRY,OB1 0)
MSG<8,1> FINISH:
COPY<1;OBST(CARRY,OB1)>
CALL<39>FINISH:
```

I was beginning to get the feeling that learning Assembly Language would be just as easy and a whole lot more useful:

Graphics are created on an entirely separate program, DEPICTER, and although I fared a little better using this, I found it was heavy going, and I failed to produce a picture. The sound feature also offered a challenge, but one that I soon abandoned.

Because the graphics creator is a separate program module, the complete adventure cannot be run from within the utility.

To create the fully playable version is fiddly to say the least. first, data must be saved from the CLONER module, and then to the same tape must be added saved data from both the text and graphics editors.

Although the utility appears to be well programmed, the overall impression I got was that it was written by professional programmers for professional programmers. But having said that, I would emphasise that I found it very difficult to follow how to use this utility.

I therefore conclude that **Genesis** fails in its objective — to simplify the task of creating an adventure game.

Next month in the Adventure Reviews section, Keith Campbell and the team will be taking a long, hard look at the long awaited Lord of the Rings adventure from Hobbit man Philip Mitchell. Has it been worth waiting for? Keith, Paul and Jim will be telling you just 28 days from now. Don't miss this mega-review in *C+VG* in your shops from February 16th.

### COMPARISON TABLES

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| ● Manual | 6/10 | 2/10 |
| ● Ease of Data Entry | 9/10 | 1/10 |
| ● Condition/Action syntax | 7/10 | 2/10 |
| ● Graphics | 9/10 | 5/10 |
| ● Sound | n/a | 3/10 |
| ● Saving program | 10/10 | 1/10 |
| ● Print option | Yes | No |
| ● Play within utility | Yes | No |
| ● Markers/counters | 255+127 | 50 |
| ● Overall ease of use | 9/10 | 2/10 |

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# This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventurers have been left in limbo to be put upon by bands of straggling orcs or such like. For hours on end I have been searching for the true answers to **The Hobbit** and **Lord of the Rings.** Following the weary traveller in **Dun Darach,** entertaining the yuppies in **Hampstead** and tackling the problems in **Fairlight;** . . . I have searched the hinterlands hi & lo, conversed with drunkards and bards, noblemen and thieves to bring you the best tips on the **FIFTEEN** top adventure games of the year.

Only now as I sit at the Dancing Ogre, exhausted from my search, can I reveal that after all my hard work **The Gordo Greatbelly's Book of Adventure** will be **FREE** with the February issue of **Sinclair User** (that mad mania of generosity must have really affected the editor).

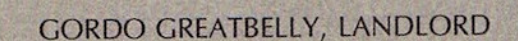
Rumour has it that the assorted elfs, dwarves and trolls that also work on the magazine have been busily beavering away, to bring you extensive reviews of **Enigma Force** from Beyond, **Commando** from Elite, **Yie Ar Kung Fu** from Imagine, and that temptress from the east **Twister — Mother of Charlotte,** a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the **Sinclair 128,** an extensive **Official Players' Guide** to the helicopter simulation **Tomahawk,** and an impressive competition, not for the feint hearted, featuring the high sport of **Gladiators.**

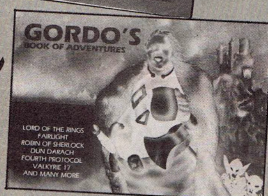
Such a package to keep travellers away from my hospitable inn, and instead at home with their keyboard friend.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the **February issue of Sinclair User.**



GORDO GREATBELLY, LANDLORD




P.S. The February issue of Sinclair User including **Gordo Greatbelly's Book of Adventure** is on sale **Jan 18th.**



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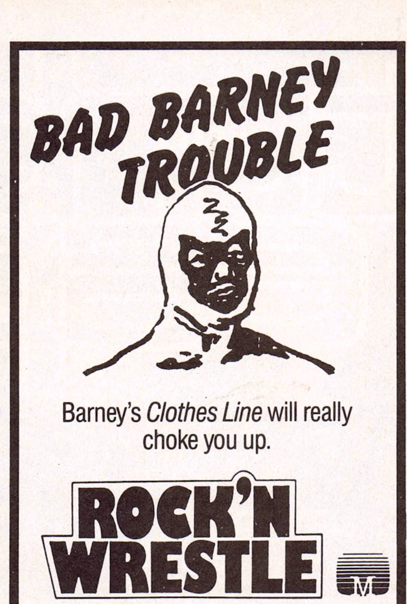
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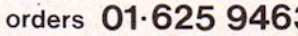
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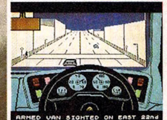
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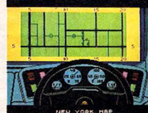
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And 10 runners-up will get one of our special Big Red t-shirts which make even the puniest person look like Conan the Barbarian, plus a giant movie poster.

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# FOOTBALL TRIVIA

If you're not chanting *C+VG* right now you should be ashamed of yourselves.

Yes, the world's champion computer mag proves once again it's in a different league from all the rest by bringing you another great competition.

And this time we've gone football crazy!

*Rothmans Football Quick Quiz*, published for the Spectrum by Eastbourne based Holt Saunders, is a must for all avid soccer fans.

*Quick Quiz* consists of 1,000 questions on British, European and International soccer, with subjects ranging from famous goals to trivia.

The questions were written by *Peter Dunk*, sports journalist and editor of the Rothmans Football Yearbook. The "bible" of the soccer world.

And thanks to the people at Holt-Saunders, we've got 25 copies of the Quick Quiz as prizes to the people who can answer the five football questions below.

1) How many clubs in the football league have an X in their name?
A 3
B 4
C 5
D 6

2) Which was the last second division team to win the FA Cup?
A West Ham United
B Southampton
C Sunderland
D Ipswich Town

3) Italy won the 1982 World Cup Final by three goals to one. Who scored West Germany's goal?
A Rummenigge
B Breitner
C Hrubesch
D Fischer

4) Who was the football league's leading scorer in 1983-84?
A Treavor Senior (Reading)
B Ian Rush (Liverpool)
C Kerry Dixon (Chelsea)
D Keith Edwards (Sheffield United)

5) Which of the following countries have never beaten England?
A Peru
B Chile
C Mexico
D Norway.

Send your answers, together with the coupon printed below, to Rothmans Football Quick Quiz Competition, Computer + Video Games, Priory Court, 30-31 Farringdon Lane, London, EC1R 3AU. Closing date is December 16th and the editor's decision is final.

C+VG/ROTHMANS FOOTBALL QUICK QUIZ

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ANSWERS

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2____________

3____________

4____________

5____________




# HALL OF FAME

## HOTSHOTS

Searchlight beams danced around the *Computer + Video Games* offices. Sirens wailed.

It was a breakout!

Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to "lift" the *C+VG* November Hot Shot of the Month title on *Monty on the Run*, after his daring escape from Scudmore Prison.

But only one of the Grahams would take the Hot Shot haul by winning on the month's nominated game.

As armed guards looked down from the watchtowers, the two 13-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 750. But it was not enough to beat Graham Archer, of Sible Hedingham in Essex, who countered with 1,050.

Stunned into action Graham Knight scored 2,100 to Graham Archer's 900 to draw the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400 and 800 to 600. Graham Archer conceded defeat.

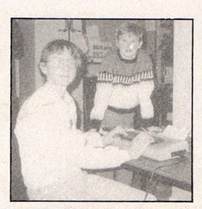
● The Hot Shot game for February is Elite's *Commando* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even *C+VG* gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

And please don't forget to keep sending your hi-scores in.

You do want to get your name in the universe's best magazine, don't you?



## HI-SCORES

### DALEY THOMPSON'S DECATHLON

1 **Steven Mallon**, Barrow-in-Furness — **2,174,089**
2 **Chris Scott**, Worthing — **1,985,163**
3 **Andrew Blood**, Hartshorne, Staffs — **1,592,421**
4 **B Lucas**, Leicester — **544,147**
5 **Darryl Hulme**, Barnsley — **543,444**
6 **Paul Managhan**, Fishguard — **498,639**
7 **Scott Worley**, Gosforth, Newcastle — **486,336**
8 **David Dishon**, Edinburgh — **381,345**

### BRUCE LEE

1 **Mike Rudge**, Wolverhampton — **12,967,315**
2 **Mike Stratton**, Ayr — **6,780,000**
3 **Ian Teasdale, Hillingdon — 5,483,975**
4 **Andrew Williams**, Bormborough — **5,206,360**
5 **Peter Heasman**, Duston, Northampton — **4,680,375**

### SPY HUNTER

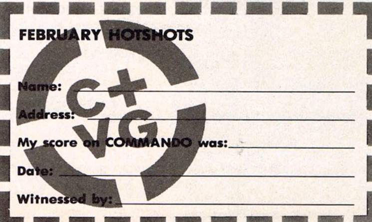
1 **Andy Coopoer**, Sedgley — **3,232,075**
2 **Barry NcNeill**, Airdrie — **1,998,975**
3 **David Johnstone**, Bowness — **973,085**
4 **Richard Lee**, Leicester — **260,300**

### THE WAY OF THE EXPLODING FIST

1 **Mark Saunders**, Wandsworth — **931,230**
2 **Declan Kiernan, Co Wicklow — 111,400**
3 **Andrew Marriage**, Stanford-le-Hope — **93,750**

### DALEY THOMPSON'S SUPERTEST

1 **Corey Brunt**, Sheffield — **194,883**
2 **Matthew Wheeler**, Southampton — **119,260**


**FEBRUARY HOTSHOTS**

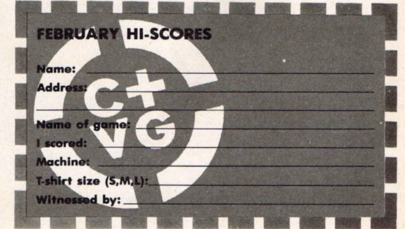
Name: ____________

Address: ____________

My score on COMMANDO was: ____________

Date: ____________

Witnessed by: ____________


**FEBRUARY HI-SCORES**

Name: ____________

Address: ____________

Name of game: ____________

I scored: ____________

Machine: ____________

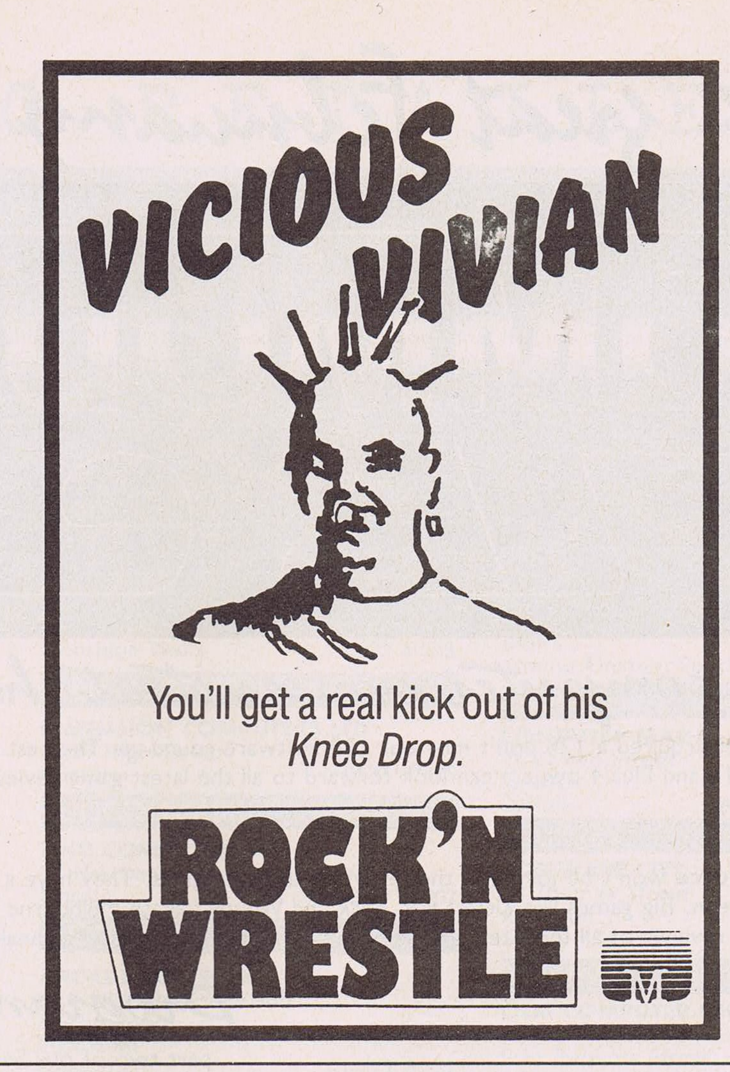
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Witnessed by: ____________

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# COMMODORE User

## New computer owners start here

If you've just acquired a 128 don't miss our 128 Software round-up. The best guide to what's available now for your machine. C16 and Plus/4 owners can look forward to all the latest game reviews plus free type-ins for the baby Commodore.

**The G Force** won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like *Desert Fox, Rock and Wrestle* (please Melbourne House) *Zoids* (please Martech) and *Yie Ar King Fu*. Plus reviews of all the latest games under development including a sneak view of *'V'* and several others.

**Programmers!** Get stuck into part two of our Secret Service feature showing you how to generate codes with your Commodore micro. Plus Computer Magic — short programming tricks for your 64.




**Epyx** Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epyx — manufacturers of *Summer Games II, Winter Games, Impossible Mission* and *Pitstop*. Not to be missed if you want to find out what games to look out for next year.

**Free on the front cover** of next month's issue PLAY BETTER — the most comprehensive round-up of hints and tips, maps, peeks and pokes to help you score higher on your favourite games. There's 24 pages of them — all in full colour. If you are into games on the 64 you have GOT TO GET THIS FREE SUPPLEMENT.

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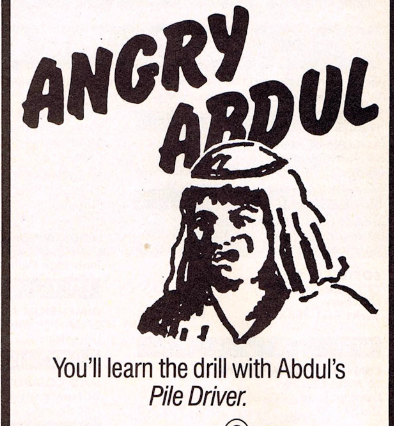
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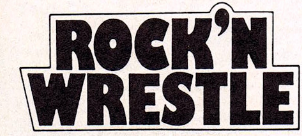
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**COMMODORE 64** games for sale, International Tennis, Spy Hunter and Pole Position £3 each also Dragon 32 games for sale, Speed Racer, Manic Miner, Frogger etc £3 each. Ring 0734 475187 or write to Andrew, 34 Chiltern Road, Caversham, Reading RG4 7HT.

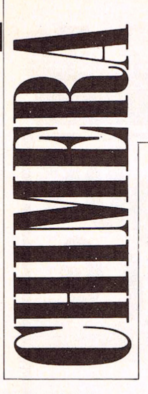
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# DIARY

**This month sees the second and final part of programmer Shahid Ahmad's Chimera Diary, the day by day story of how he attempted to convert the game to the Amstrad in just one week.**

**To see if he succeeded in his tortuous task read on.**

**Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.**

## DAY FOUR — SATURDAY

The day started at noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day debugging D.P.A, and the mainline routines and the adventure handler would have to wait until Sunday or Monday.

A good thinking session was in order, so I plugged my bass through my compressor, turned my amp right up to full volume and had a thoughtful two hour break!

Fully refreshed, I tackled the problem with renewed vigour and in view of the ever looming deadline, I decided to take a logical approach.

The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard album on the turntable, get a printer listing and go through it looking for the proverbial needle in the haystack.

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, 'the only good bug is a dead bug! I finally got D.P.A working at 2am and it was truly astonishing, the speed left me breathless.

## DAY FIVE — SUNDAY

I woke up at the crack of noon today, and I'm one of those people who is usually a bear in the mornings. Well today I was a mouse, and I was frightened to death of how much time I had before my head was to be placed on the block.

Well, it wasn't quite that serious, but trying to get a good machine language game running on a computer which you've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work, determination and self-control.

In fact, I took care of most of my debugging today! The screen looks good, and I've been moving the man around, and seeing some background animation, but I still haven't written the adventure handler!

## DAY SIX — MONDAY

Well today is the last day — or is it? You will by now, fully appreciate that there are seven days in a week, assuming that you count from one.

Well, therein lies the catch, because I'm sure that you also realise that programmers (and I'm no exception) count from zero, not one — sneaky eh?

Fear not, because yes, I did have a working version of the program that can be played and completed relatively early in the evening.

My D.P.A method works a treat and there are now no glitches in it at all, and with a man on the screen and an animated object, the speed is ridiculously fast. So fast in fact, that I've had to put many delay loops in it to slow the game down.

At last, I had written the adventure handler, and at the end of the day, I had a version of Chimera that could be played, completed and even enjoyed.

The only thing that I have leapt over is some sound and a title page, but these are trivial tasks that do not even need a thought, except, perhaps, in their presentation.

If I have to dedicate this game to anyone, then surely, the honours must go to Joe Hubbard, who else? This is a truly knackered signing off.

## CONCLUSION — TUESDAY to THURSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time, though watch out, I may try it sometime in the future.

It helps a great deal to have a good system to work on. I used the Amstrad CPC6128 system with colour monitor and the Hisoft Devpac 80 macro assembler, both products for which I can honestly say that it has been a pleasure to use them.

I am now a convert to small disks, but I feel Amstrad should have chosen the more sensible (and popular) 3½ inch format.

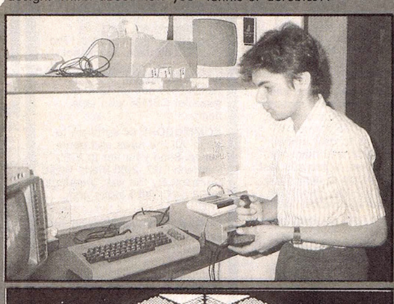
I also have a few words of warning to all you budding programmers out there, especially those delving into machine code.

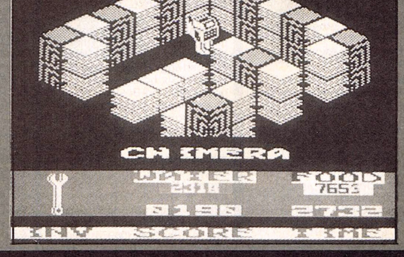
Please pay attention to design. *Think* about how you would write a particular program. *Think* about what might cause you problems. *Do* comment liberally. It helps to have a good working knowledge of the machine. Always keep strict rules about entry and exit conditions of subroutines; *do not* rely on values that may be lying around.

Remember, write with clarity in mind. If your code is not clear, you won't understand it when you're trying to debug it! Optimise it for speed afterwards, and *only* if it is necessary. Do not become a "speed junkie." It is not a prerequisite for games programming.

That's all there is to it! Oh, one more thing, it'll help a great deal if you can listen to a great album like "Nip It in the Bud" by Joe Hubbard!

How should you approach debugging? Simple. You just turn the machine off after getting a fresh listing (I hope you have a printer!), then go and get a beer or a coffee, and look at the listing very, very carefully for half an hour. You'll nearly always find the cluprit. What if you can't? Give up programming and take up tennis or aerobics!!





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● I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 95p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got *Sorcery+*. After many hours of practice I rescued all eight sorcerers and hey presto the Necromancer's eyes came up and I played for about one minute on the new level and was promptly killed. Then on the screen it said that I could now play the new mode available. I pressed the fire button, the space bar and all the other keys but nothing happened. When I replayed the game the Sorcery One game started. What am I supposed to do? I have played it again and again, but, when I played the new game after saving the eight sorcerers, I can't play after that. Please, please, please help me.
*Carl Johan Campbell*
*Perthshire*

● I bought your mag for the first time (December) and I think it is absolutely brilliant. I loved the poster and your competitions are brilliant, especially the *Commando* one. I think you should put the price up to £1.50 as you issue three mags for the price of one, eg, the C+VG, Adventure Supplement and a Games Book. The reviews are very good and I liked the bit on Arcade Action. I have now asked my local newsagent to reserve me a copy every month.
*Paul Phillips*
*Bristol*

● I own a Spectrum 48k and I buy your magazine every month as I think it is an excellent read and very informative about the computer games world. But I would like to add that I also buy *Crash* every month and I also like this magazine.

Anyway, to get to the point of this letter — I have just read *Mailbag* in your December issue and quite honestly I am fed up reading letter after letter putting down your mag and comparing it to *Crash*. I know that it is important to you, that you know what people think of your mag, but quite frequently these 'moaning' minnies' go over the top and this in turn causes people to write-in defending your magazine and we have to go through the same sort of letters each month.

Why don't you issue an annual questionaire to find out what people think and what new items they would like to see? It would save a lot of boring letters having to be read and that way everybody would get their say. Although I say some letters are boring I was pleased to see that this wasn't the case with Richard Hammond's letter. I found his letter interesting and very informative (December issue).

It is also stupid to compare *C+VG* with *Crash* because *C+VG* deals with a wide range of computers while *Crash* deals only with the Spectrum. It is totally idiotic to break down and compare two mags with different main topics unless of course you compare the Spectrum bits of C+VG with *Crash* (which isn't fair as *Crash* would win hands down, due mainly to content). So, come on C+VG readers, let's have some original and interesting letters in future *Mailbags* as I'm sure most of you are as fed up as I am.

I thought that the comic strip competition was an original and fab idea. Let's have more competitions like it.
*Steven Hargadon*
*Strathclyde*

● I must congratulate you on you finest issue yet! (Dec 1985). I found it packed with information, news and articles — on films and networking for your computer. I found the *Adventure Supplement* the best yet with superb designs and layout. There were dozens of tips and even a sneak review of *Questprobe 3* by Scott Adams! I though the pages on mapping your adventures were very clear and useful — may I suggest that when you've got a complete map on paper, you can draw it out easier on an 'Adventure Planner' pad from Print 'N' Plotter Products.

Ever since you have redesigned the magazine it's gone uphill, looking a lot more coherent, with some really nice large colour screen-prints from games. I like the new Bug-Hunter cartoon — very well drawn, and the tips and pokes page is quite large too.

Unlike odd other readers who have complained about non-computer articles and too many adverts in C+VG, I totally disagree — there are never enough adverts, as they tell you what games or hardware are coming out long before anyone else — *I, of the Mask* from Electric Dreams for example, which even shows screen shots in the advert. The specialized articles are great, and always interesting to read as they create a good contrast with the games reviews. You wouldn't want just reviews, would you?

I also like the American reports which tell us what's happening over there.

Finally I must thank you for the great set of maps you keep printing, made up of colour screen-prints. A lot better than a line-drawing in boxes! The *Highway Encounter* map was great, as was the *Alien 8* one.

Keep up the good work — especially the amazing push you are giving adventures — you were the first magazine I read to include screen shots of adventures and now you do them in colour! After all, these games are as popular now as arcade games. Good work C+VG, keep it up! Can't wait for the next issue!
*Christopher Hester*
*W Yorks*

● I have been reading C+VG now for many a month and I haven't seen too many letters from Arcade fanatics. As I am an avid supporter of the coin-operated machines, I would like to see a high score table along with a tips section in you magazine. These would be two of the best additions you could make to your already fab mag.

I would also like to say that most of the best 'arcade' games players do not get their high-scores in the amusement arcades, but in pubs or cafes. I personally reside in a cafe called Pat's, where the machines cost only 10p. In Pat's there are games like *Ghosts 'n' Goblins, Pac-Land, Hyper-Sports* and *Star-Force*. In this cafe my mates and myself get much better scores than in the nearby arcades, apart from a few exceptions.
*Gavin Pike*
*Norwich*

● I have been getting you magazine for some time now but all I hear from the Mailbag section is complaints from BBC users being starved of great games. Rubbish!

This may be hard to believe, but it's true! U.S. Gold are bring out some great games such as *Bruce Lee, Bounty Bob, Dambusters, Raid Over Moscow* and...wait for it...*Impossible Mission!*

That's not all, Ocean have brough out *Match Day* and Imagine are bringing out *Hyper Sports* and *Yie Ar Kung-Fu.*

Nick Orlando is bringing out *Firetrack* which will be, as usual, brilliant, and Superior Software have brought out a brilliant sequel, *Repton 2.*

So Beeb owners stop complaining — software houses have realised the versatility of the machine. Many thanks to the software houses mentioned and keep producing these excellent games.
*Alan Dooley,*
*Notts*

● I have been wondering why we don't see Miner Willy's face? Is there something special about it that you don't want us to see.

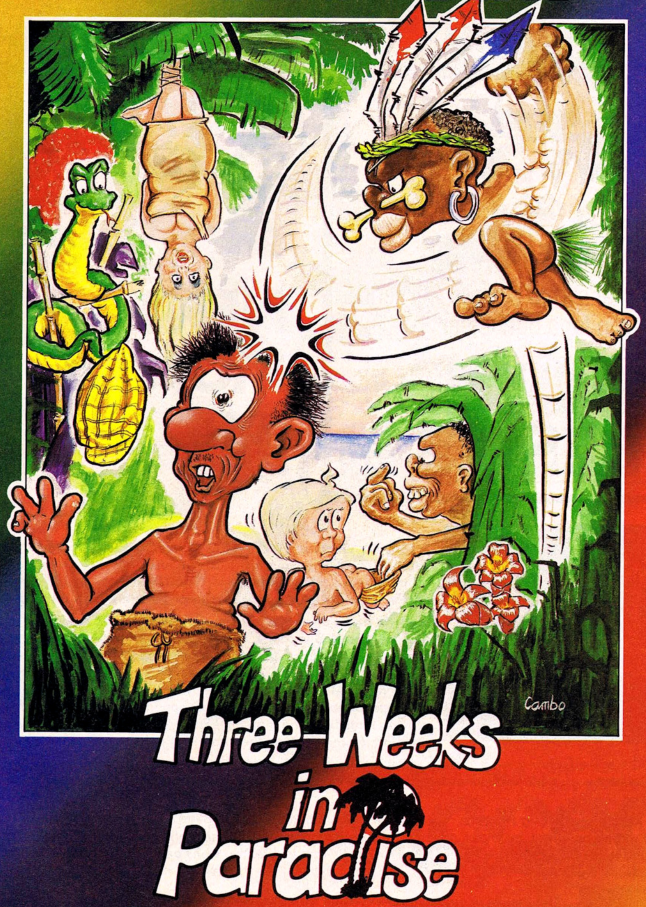
For instance in Jet Set Willy he has his face stuck down the toilet, on *Manic Miner* you can only see his boot, on *Perils of Willy* he is lying on the track with his bowler hat over his face and on *Jet Set Willy II* he has a space helmet on, with the visor covering his face. Would it be possible for you to let us see his face? Please!
*Lee Henry,*
*Houghton.*
**Editor's reply: Are you crazy! Don't you know...?**

● I have bought your mag every month over the last year or so and have been very amused by the continual slanging match that goes on between the owners of the different machines. I feel that it does tend to go on a bit, and it must now be time to put a stop to it.

All you have to do is to make a direct comparison between the machines under different sections ie, price, graphics, sound, software back up, ease of use, add-ons and ability to do 'home grown' programs.
*Sean McCarthy,*
*Co Meath*

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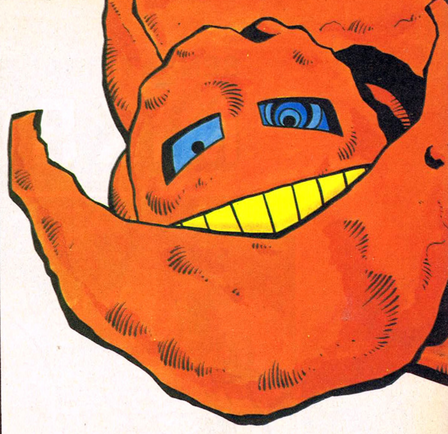
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# NEXT MONTH IN C+VG



Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hot off the presses from **Elite**. So stop munching those Scooby snacks and get on down to your newsagent to order the March issue of C+VG.

**Swords and Sorcery,** the ultimate computer conversion of the role-playing game Dungeons and Dragons, is giving many hardened adventurers sweaty palms as they explore the awesome dungeons. So to make your life just a tiny bit easier we persuaded S&S programmer Mike Simpson to give away a few of the dungeon's secrets. We've got an *exclusive* map of the dungeon's first level plus some game playing hints from the man himself. Grab your trusty broadsword and hack a crimson path to the shop that sells you C+VG next month!

C+VG's ace adventure team have been questing through Lord of the Rings to bring you a special triple review of the game EVERY adventurer has been waiting for. That makes the March issue of C+VG worth waiting for too . . .

The Return of the Bug Hunters. You missed Otiss, Big Red and the others this issue. But they'll be back next month now that Jerry can afford to buy a new pencil sharpener. Don't miss the exciting party when Big Red takes B-Con's advice and becomes TOTALLY irresistible. You won't believe your eyes when you read MAGNETS, next ish.

**PLUS** The results of our Dan Dare cartoon strip contest. We print some of your amazing artwork!

**PLUS** We know we've said this before — but next issue we WILL take a look Behind the Iron Curtain at Hungary's Andromeda programmers who are bringing you the ultimate simulation of Max Headroom's favourite game.

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